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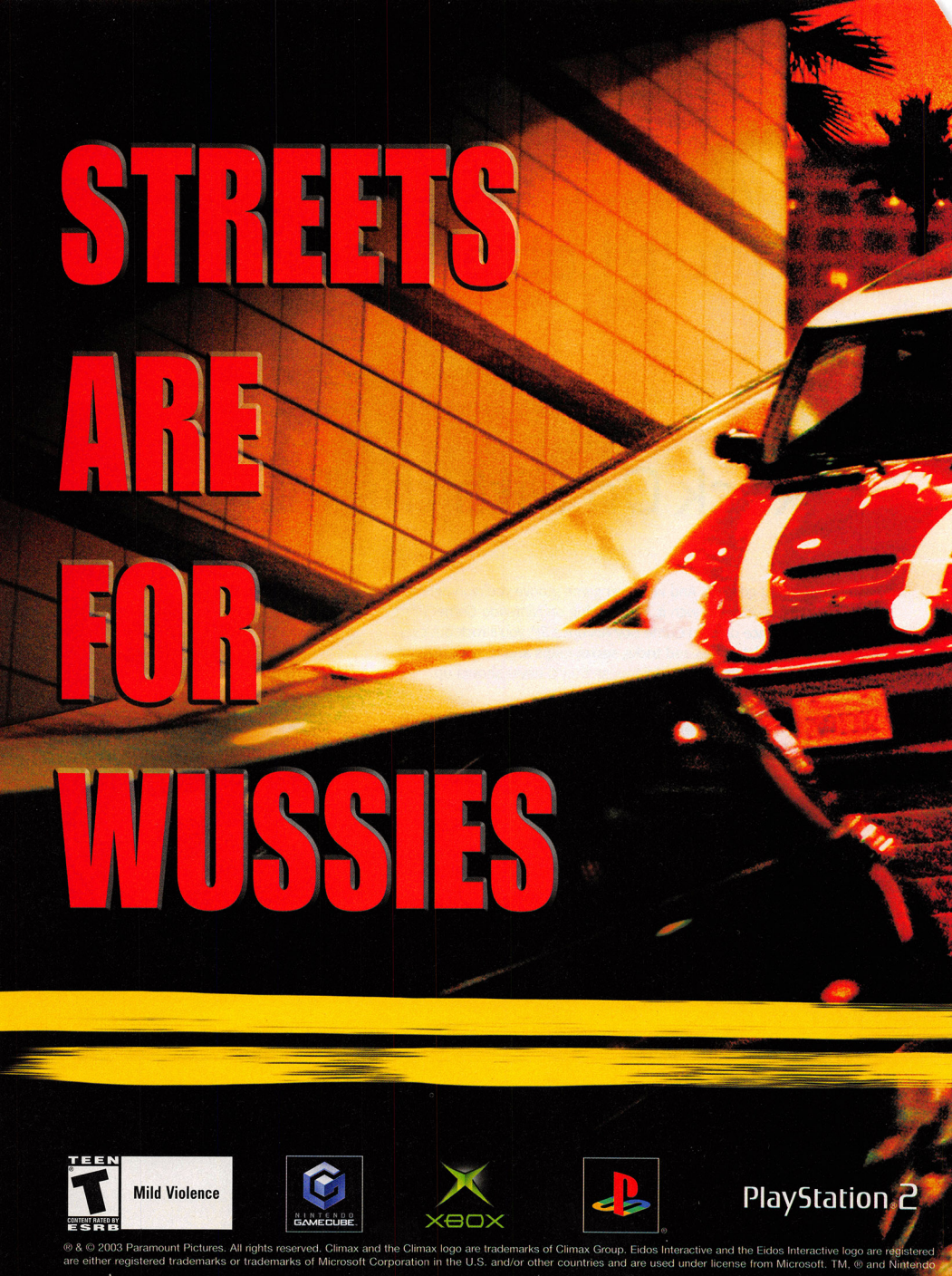

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CONTENTS

VOLUME 171—SEPTEMBER 2003

GAME STRATEGIES

30 **Final Fantasy Tactics Advance**
We heart this game.

42 **Mario Golf: Toadstool Tour**

52 **Soul Calibur II**

64 **C.I. Special Report—Hitman 2: Silent Assassin**
Silent but deadly.

74 **The Sports Reports**

84 **Enter the Matrix**
Part two. Take the blue pill.

114 **Advance Wars 2: Black Hole Rising**
Part two. More war than before.

124 **Mega Man Battle Network 3: Blue & White Versions**

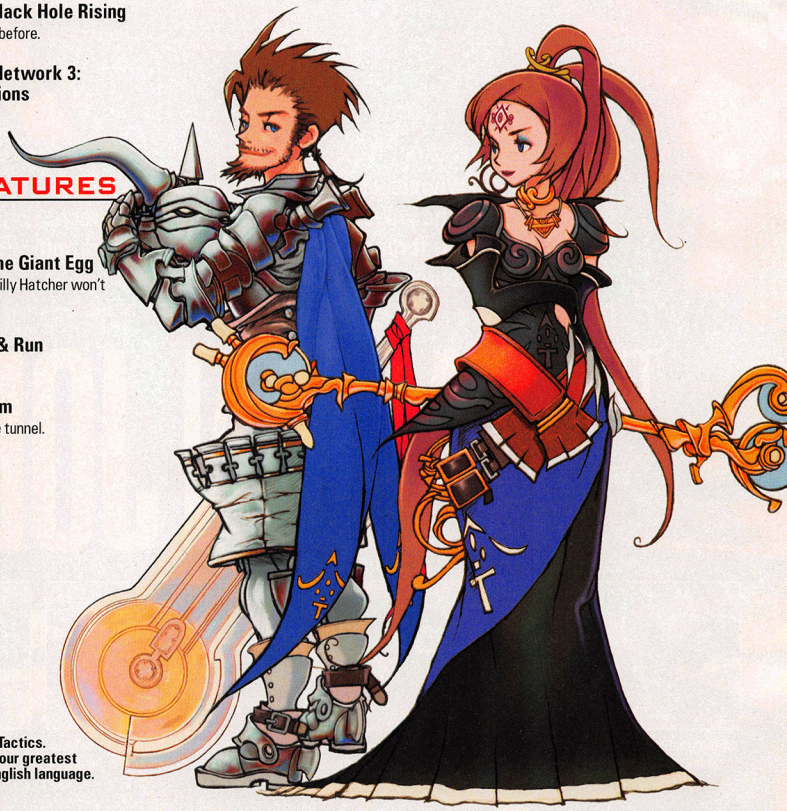
SPECIAL FEATURES

50 **Gladius**

70 **Billy Hatcher and the Giant Egg**
We promise that Sega's Billy Hatcher won't cork his bat.

80 **The Simpsons: Hit & Run**
D'oh!

100 **Spotlight on Capcom**
The light at the end of the tunnel.



30 **Final. Fantasy. Tactics. Advance. The four greatest words in the English language.**

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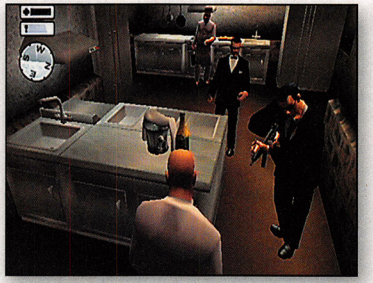
50 Look! It's BONEhenge! Ah ha ha ha ha ha! Even gladiators love bad puns.

DEPARTMENTS

10 Player's Pulse
16 Power Charts
20 Game Watch
28 Power On
29 Nintendo Online
58 Classified Information
92 Epic Center
98 Player's Poll Sweepstakes
Win stuff, and lots of it!
104 Pokécenter
112 The Crossing Guardian
113 Arena
128 Title Wave
134 Now Playing
142 NP 411
143 The Nindex
144 Next Issue



64 We recommend a nice red wine with your hot lead.

70 Man, this game needs some Ritalin.

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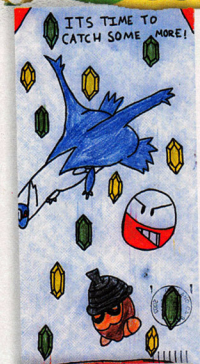
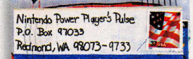
PLAYER'S PULSE





We've got the latest news on Nintendo's hot new Game Boy Player! Sit back and enjoy the nostalgia as we remember games from long ago, share touching video game moments, and chat about your favorite game developers in this month's Player's Pulse—where the readers are the stars.

GAME BOY PLAYER GAB

I have a question about the Game Boy Player. Will I be able to use it for games like Animal Crossing, The Wind Waker or Sonic 2: Adventure Battle like I could use the GBA?

Alan Pfaff
Via the Internet

To further clarify the question, you're referring to the GBA-GCN linking features in some GCN games that do not require you to have a GBA Game Pak. The Game Boy Player is designed to play Game Boy Paks on your television through the GCN. You'll still need a GBA to access linking features that don't require a Game Boy Pak. In those cases, the information from the GCN game is transferred directly to the GBA's memory, not to the GBA Pak itself.

Will it be possible to get the Game Boy Player separately from the GCN?

Pokemario
Via the Internet

Yes! The Game Boy Player is available by itself in stores for a suggested retail price of $49.99 U.S. and $69.95 Canadian.

I was wondering, with the release of the new Game Boy Player, will multiplayer GBA games, like Four Swords, be playable with GCN controllers and only one game pak?

SnorthDesand220
Via the Internet

Some multiplayer GBA games require only one Pak, while others require a Pak for each player. Each player will still need a Game Pak for games that have a Multi-Pak option, such as Four Swords. You will be able to play Single-Pak multiplayer games with one game in your Game Boy Player.

Is the e-Reader compatible with the Game Boy Player?

...Slobro...
Via the Internet

Yes, it is! The e-Reader works the same way with your Game Boy Player as it does with your GBA.

LETTER OF THE MONTH

Ode to the Wind Waker Bosses

There was Gohma, big and strong,
but only single-eyed.
Link dropped the ceiling on him thrice,
and in the lava he fried.

Kalle Demos, Devil Flower,
vines symbolized its brawn.
Link whacked it with his sword a lot,
now it's fit to fertilize lawn.

Gohdan needed many things
(A body to name one)
Link put many bombs into its mouth
and then the battle was done.

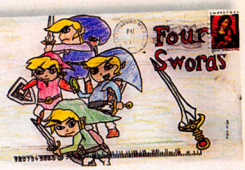
The giant bird, the Helmaroc King,
it was Ganon's slave.
Link defeated the great big bird,
and Aryll he did save.

Jalhalla was the master Poe,
with two tiny eyes.
Link survived the boss's attacks,
and cut him down to size.

Molgera was a giant beast,
the ugliest of the era.
Link chopped its tongue many times,
it could have used mascara.

Ganon is unspeakably evil.
Zelda helped, light arrows in hand.
Link used the Blade of Evil's Bane,
and then peace returned to the land.

Anne M. Hanchek
Via the Internet



NAME THAT GAME!

For a long time now I have been looking for this game and I can't remember the name of it. I don't know if you can help me with this. The game is a beat-em-up game. You can play it with two players on the Super NES. It starts where you must walk through a level that looks similar to Double Dragon. There are many enemies. I remember that you can walk through a subway train and beat up people. There were people with mohawks, too. You're my last hope! Can you help me with this?

Cor Prook
Via the Internet

We can at least help you out with a name. The unanimous NP Krew consensus is that the game you're looking for is Final Fight, from Capcom. You may have a hard time finding the original version, but a GBA version called Final Fight One was released in 2001. Good luck!

My dad and I were watching TV and we saw a commercial for the new Wario World game for the Nintendo GameCube. I knew this game was coming out for some time now but I said, "Finally, a Wario game for a console system!" Then my dad replied, "No, there was a Wario game for the N64, or maybe it was the Super NES. Well, anyway, it was on a console before and it was called Wario World, too." I was very confused when he said this and I told him it was for the Game Boy and it was called Wario Land, and that there were four of them and none of them were for a console system. So, we made a bet to see who is right! I searched and searched everywhere and found no games called Wario World except the one for the GCN, but he said that wasn't enough proof. So, NP, is there or is there not another Wario World for a system besides the GCN?

Sk8erGuy1777
Via the Internet

Your dad is halfway right. There was a Wario game for the NES and Super NES, but it was called Wario's Woods, not Wario World.

BONDING THROUGH GAMES

I am a 20-year-old gamer and a scary-loyal fan of Nintendo—only Nintendo my whole life and I'm proud to say that. I just want to thank you guys. I am now engaged. My fiancée is one of those girls that is like, "That's gross! You killed that zombie!" or "Why did you hit Mario with your sword?" Then one day she wanted to try and play Resident Evil. I told her no, so then she gave me that sad puppydog look. So, I went out and bought The Simpson's: Road Rage. She loves it—that's all she plays. Her top score is $21,546—way more than me! TimeSplitters 2? Forget it. She beats me every time, and since I got her a GBA, she has beat Castlevania: Circle of the Moon and Castlevania: Harmony of Dissonance. She loves it, and I love it! Thanks for bringing us just a little closer.

Reuben Bundy
Indiana

I just wanted to commend you on making my cousins and I so close. At the age of six, my cousin Samantha purchased an NES. With the system came Super Mario Bros., Duck Hunt, Super Mario Bros. 2, Tetris and Super Mario Bros. 3. I was amazed with it! She taught me moves and secret levels. We would see who could make the final jump on the 8th level on Super Mario Bros. It was always a good time whenever the NES was plugged in. Now I have little brothers that I teach tricks and moves to on the newer games as well as the old ones! Sometimes they even teach me! I would like to thank the entire Nintendo staff and producers of the fantastic classic games we all know and love. Thanks again for the great memories!

Paul Littlejohn
Via the Internet

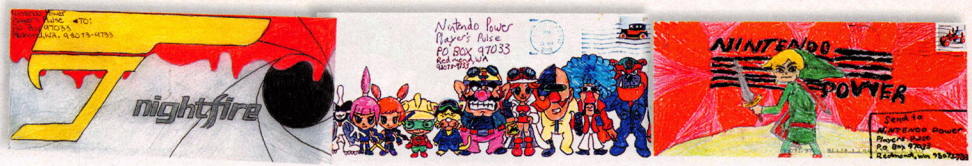
DEVELOPER FAVORITES

I would want a chance to sit down and chat with Hironobu Sakaguchi—the producer of the Final Fantasy games. I chose Hironobu because I love the FF games and their amazing characters and battle styles, etc. These are the questions I would ask: How long does it take to detail and fully complete each character? What is the hardest part of creating your games? What is your favorite part of the creation process?

Edwin Riras
New York

ANIMAL CROSSING ARTIST

Jason Longobardi of Texas is a master at creating custom Animal Crossing patterns. He sports his patterns on shirts and umbrellas, leading his town in cutting-edge fashion! Here are three examples of his patterns featuring three of Nintendo's stars: Kirby, Pikachu and Yoshi!



If I could talk to any one game developer, it would most definitely be Jun Senoue, the musical coordinator for Sonic Adventure 2: Battle. I would want to talk to Mr. Senoue because I am curious about how he picked the music since each song fits so well into each level of the game. I would ask what artists he hired to play the background music, since all the tunes rock (especially "Escape from the City").

Andre R. Leduc
Via the Internet

If I ever had the chance to meet a game developer, I would choose Shigeru Miyamoto in a second! I'd choose him because he created most of my favorite game series, and seems to bring life to whatever he works with. I'd ask him how he came up with the idea for the Legend of Zelda games, and why he chooses for most of his characters to appear of an ethnic background completely different from his own. I'd definitely ask if he is inspired by the literary works of Kenji Miyazawa, since there seem to be hints of his works in Miyamoto's video games. And finally, I wouldn't forget to ask what type of music he listens to, since a small but loyal few us us here in Arizona are avid fans of Japanese visual rock. I'd ask what his favorite music/band is. Forever X, Miyamoto-san!

M. Campbell
Arizona

If I could meet any game developer, I would have to choose Gunpei Yokoi. I wish I could, but he passed away in 1997 in a tragic car accident. I wish I could meet him because I did a school report on him once so I know how much he has done for Nintendo. He invented the Game Boy, the Virtual Boy and many, many other things.

Maddie Davern
Massachusetts

If I were to interview a designer, I would interview Joel Jewett, the director or Neversoft. I would ask him if the crew of Neversoft had any skateboarding experience [when they worked on Tony Hawk Pro Skater 4]. I would also ask him who his favorite skateboarder is and what his favorite song from THPS4 is. My favorite skater is Bucky Lasek and my favorite song is "Skate and Destroy."

Max Miller
Oregon

I'm sure that most of the NP subscribers would pick Shigeru Miyamoto to interview, and I'm no different! Along with the ego-inflating praise I'd give him regarding his fine work making masterful games and timeless characters, I'd ask if there are any specific games, characters, items, etc. that he's especially proud of. I'd also ask him if he ever, even in his wildest dreams, imagined the video game industry achieving the popularity that would surpass both the movie and music industry combined!

Azlevan
Via the Internet

If I were to have one day to sit down with any game creator/creators, I would want it to be with the EA team. EA always has quality games (Nintendo does too!), and I love their sports games. When I grow up, I want to work for EA. I would ask all the questions in the world, like "Do you enjoy working here at EA?" or something like "If you ever considered another game-developing job, where would that be?" That would be the best experience ever!

Byron McGuire
Via the Internet

I've had dreams about sitting down and talking with my hero, Shigeru Miyamoto. I know a lot of people will choose him to talk to, but I truly know that I should meet him. It's fate! Miyamoto has caused endless hours of fun in my life. He is a walking genius, and I would love to thank him for all the fun I've had because of him. Games like The Legend of Zelda: The Wind Waker and the classics like Super Mario World—all of them! They are all wonderful masterpieces. Miyamoto deserves most, if not all, of the credit for these games. If Miyamoto ever gets the chance to read this, all I'd like to say is, "Thank You, Miyamoto-san, for making my life so much fun! Keep it up!"

Oye!
Via the Internet

I'd rather speak with a console [hardware] developer. I wouldn't care who I spoke to, as long as they work for Nintendo! I'm very interested in how things improve and what inspires a console's outer design. Why aren't consoles just upgraded? What makes color so important? How many people on average does it take to create a new console?

Kirby's Warpstar
Via the Internet

Border Art Provided By:

Anonymous, Montana
Anonymous, Illinois
Connie Capell, Montana
Jeremy Cook, West Virginia
Cassidy Cooper, California
Alex Gibson, Massachusetts
Brandon Hamilton, Ohio
Edward Punzalan, California
Nick Rado, California
Mary Ann & Emmanuel Rosales
Kaitlyn Stockon, Illinois
Nancy Thang, California

WRITE AWAY. RIGHT AWAY

Every gamer at one time or another has felt a special connection to a game character. Whether it be the way the character looks, its story, or the way it acts—when you can relate to a character, he or she really comes to life. What game character do you identify with, and why? Send your answers to the addresses listed in the 411 section on page 142.

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CONTENT RATED BY ESRB
Mild Violence
Violence

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DIMENSION INTERACTIVE
TROUBLEMAKER STUDIOS
GAME BOY ADVANCE

WIN MAC CD-ROM SOFTWARE

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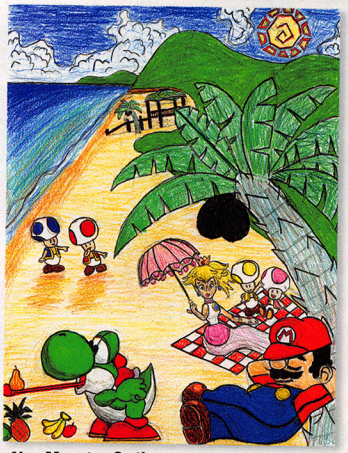
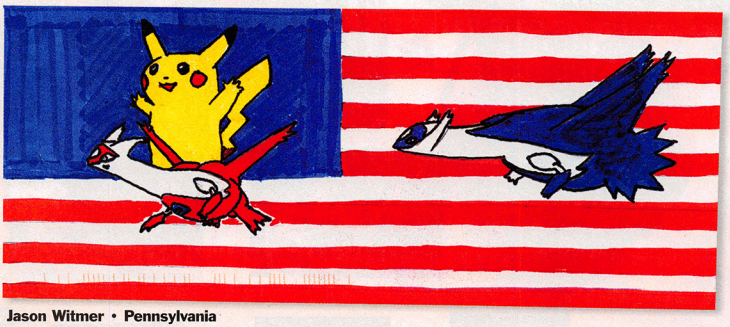
PLAYER'S PULSE ARTIST'S GALLERY

Heather Scoggins • Connecticut

Grace-E.L. Lottinville
Texas



Alex Massé • Québec



Jason Witmer • Pennsylvania

MIDWAY

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PlayStation 2

XBOX

NINTENDO GAMECUBE

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Violence
Suggestive Themes

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POWER CHARTS. 171

Nintendo GameCube

We now return to our regularly scheduled Power Charts. There are lots of new titles on the GCN charts this month, including six of the NP Krew's top 10. That means there's plenty of quality software heading your way shortly.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	ENTER THE MATRIX	•	1
2	THE LEGEND OF ZELDA: THE WIND WAKER	1	2
3	SUPER SMASH BROS. MELEE	3	17
4	NBA STREET VOL. 2	•	1
5	MARIO PARTY 4	2	7
6	DISNEY'S FINDING NEMO	•	1
7	GODZILLA: DESTROY ALL MONSTERS MELEE	•	5
8	TOM CLANCY'S SPLINTER CELL	•	1
9	METROID PRIME	4	6
10	SONIC ADVENTURE 2: BATTLE	6	12
11	X2: WOLVERINE'S REVENGE	•	1
12	THE SIMS	14	2
13	ANIMAL CROSSING	7	8
14	LUIGI'S MANSION	9	14
15	SUPER MONKEY BALL 2	•	4
16	NBA LIVE 2003	20	3
17	IKARUGA	•	1
18	SONIC MEGA COLLECTION	13	6
19	REIGN OF FIRE	•	1
20	MINORITY REPORT	•	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	SOUL CALIBUR II	1	3
2	VIEWTIFUL JOE	3	3
3	MARIO GOLF: TOADSTOOL TOUR	•	1
4	HITMAN 2: SILENT ASSASSIN	•	1
5	F-ZERO GX	•	1
6	BILLY HATCHER AND THE GIANT EGG	•	1
7	THE LEGEND OF ZELDA: THE WIND WAKER	2	7
8	P.N. 03	•	1
9	NCAA FOOTBALL 2004	•	1
10	HIGH HEAT MAJOR LEAGUE BASEBALL 2004	6	2
11	METROID PRIME	7	14
12	MADDEN NFL 2004	•	1
13	RESIDENT EVIL ZERO	8	10
14	BURNOUT 2: POINT OF IMPACT	9	4
15	THE SIMPSONS: HIT & RUN	•	1
16	WARIO WORLD	11	4
17	NBA STREET VOL. 2	17	4
18	IKARUGA	12	5
19	ETERNAL DARKNESS: SANITY'S REQUIEM	•	8
20	SKIES OF ARCADIA LEGENDS	16	9

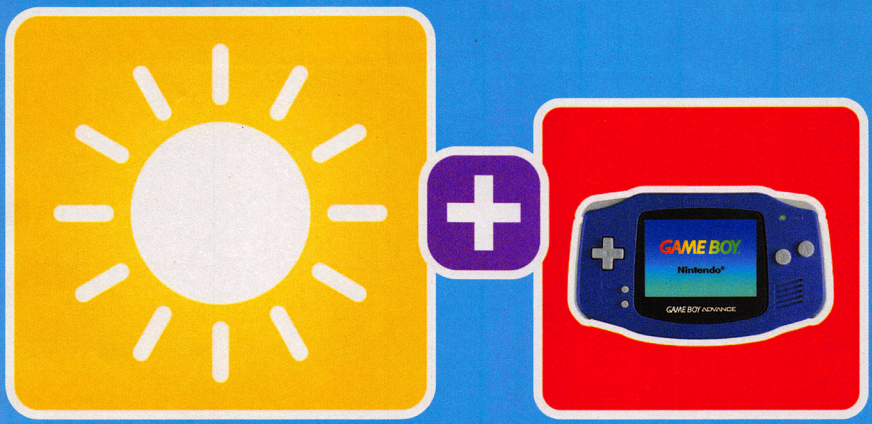
*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

MOST WANTED

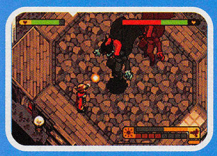
		PLATFORM	PRIOR POSITION	MO. ON CHART
1	METAL GEAR SOLID: THE TWIN SNAKES	GCN	4	2
2	FINAL FANTASY: CRYSTAL CHRONICLES	GCN	1	8
3	GEIST	GCN	3	2
4	RESIDENT EVIL 4	GCN	2	4
5	HARVEST MOON: A WONDERFUL LIFE	GCN	•	11

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE



boktai™

The Sun is in Your Hand



Boktai's unique Solar Sensor harnesses sunlight to fight Vampires

Utilize sunlight to become more powerful by day

Employ stealth tactics and a customizable solar gun

Multiplayer game modes for 2-4 players

Produced by HIDEO KOJIMA

EVERYONE
E
CONTENT RATED BY ESRB

Fantasy Violence

GAME BOY ADVANCE

KONAMI

www.konami.com/usa

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1492: Columbus declares the world is round.
2003: Michael disagrees.
Nintendo
NINTENDO GAMECUBE
Michael, Wal-Mart Customer
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POWER CHARTS. 171

Game Boy

The GBA sales chart is packed with first-timers as well. Aria of Sorrow comes in at number five and has finally climbed to the top of the NP Krew's favorites. We just can't get enough of the newest Castlevania.

KEY: GAME BOY ADVANCE | GAME BOY COLOR

TOP-SELLING GAMES* GAME BOY

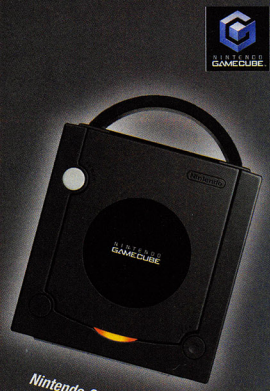
		PRIOR POSITION	MONTHS ON CHART
1	POKéMON RUBY	1	2
2	POKéMON SAPPHIRE	2	2
3	YU-GI-OH! WORLDWIDE EDITION	•	1
4	GOLDEN SUN: THE LOST AGE	•	1
5	CASTLEVANIA: ARIA OF SORROW	•	1
6	DISNEY'S FINDING NEMO	•	1
7	NAMCO MUSEUM	7	3
8	PAC-MAN COLLECTION	•	1
9	SONIC ADVANCE 2	6	2
10	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	5	5

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	CASTLEVANIA: ARIA OF SORROW	2	5
2	FINAL FANTASY TACTICS ADVANCE	1	3
3	GOLDEN SUN: THE LOST AGE	4	6
4	WARIO WARE, INC.: MEGA MICROGAMES	5	5
5	ADVANCE WARS 2: BLACK HOLE RISING	3	4
6	HARVEST MOON: FRIENDS OF MINERAL TOWN	•	1
7	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	7	14
8	POKéMON RUBY AND POKéMON SAPPHIRE	6	7
9	METROID FUSION	8	14
10	SONIC PINBALL PARTY	9	2

*Player's Choice and Most Wanted information courtesy of the NP Krew.



Nintendo GameCube Jet
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F-Zero GX
Coming Soon

Mario Golf: Toadstool Tour
Coming Soon

Wario World

Game Boy Player

PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
RP-E
CONTENT RATED BY ESRB

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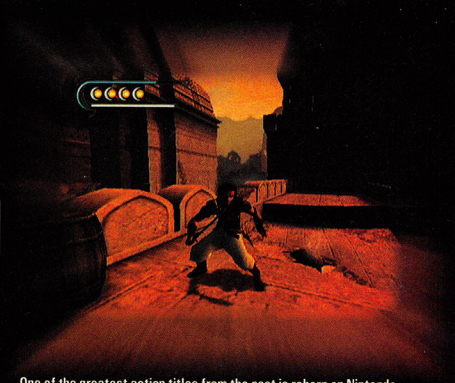


One of the greatest action titles from the past is reborn on Nintendo GameCube in a stunning adventure. Ubi Soft's Prince of Persia: The Sands of Time will claim its place in history this fall.

THE SPOTLIGHT

James Bond 007: Everything or Nothing

For the inside scoop on 007's latest adventure, check out Bond Executive Producer Scot Bayless in our Developer Profile.

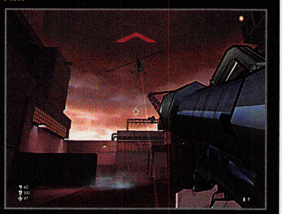
Wallace & Gromit in Project Zoo

The wonderful animated world of Wallace & Gromit comes to life on Nintendo GameCube. This month we visit the zoo.

SSX 3

Get into the action on the slopes with our gallery of SSX 3 screen shots. The new snowboarder is wilder and cooler than ever.

XIII



You may lose all knowledge of your identity in XIII, but you're not likely to forget how great Ubi Soft's shooter is once you've seen it.

The Hobbit

Bilbo Baggins of the Shire is headed to the Lonely Mountain—and to the Game Boy Advance this fall.

Digimon BattleSpirit 2

Bandai's Digimon fighting game is back for round two, with more Digimon and an enhanced game engine for BattleSpirit 2.

THE GAMING NEWS FOR SEPTEMBER 2003

ATARI BRINGS MORE DBZ TO GBA

The two Dragon Ball Z adventure-RPGs have been so popular on Game Boy Advance that Atari is branching out this fall with a DBZ fighter for the handheld console. Dragon Ball Z: Taiketsu will include single- and multiplayer bouts with such favorite DBZ characters as Goku, Gohan, Piccolo, Buu, Cell, Frieza, Trunks, Vegeta and many others. Battles take place in Orange Star City, on Master Roshi's Island and in other locations from the Dragon Ball Z sagas. Dragon Ball Z: Taiketsu will be released this November.

GET YOUR EON TICKET

We have some late-breaking news for Pokémon fans. The Eon Ticket Summer Tour will visit selected Toys "R" Us stores around the country this summer. The tour will run from the middle of July until Labor Day. Pokémon Ruby and Sapphire version owners can get an Eon Ticket transferred to their games when they visit a tour stop. The Eon Ticket is your ticket to reach Southern Island, home of Latias and Latios. Go to pokemon-games.com to see a list of event dates and locations.

MUSIC TO KONDO-SAN'S EARS

Koji Kondo is the composer of many of the most memorable melodies in recent history, but few people outside of Nintendo are familiar with his name. That is likely to change after September 14th, when the Mario and Zelda Big Band Live concert is held in Tokyo, featuring performances of Kondo's themes from Nintendo classics including—you guessed it—Mario and Zelda.

FLIGHT OF THE FALCON

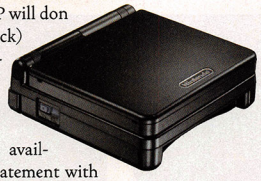
You've heard of the *Millennium Falcon*, the ship that made the Kessel run in less than 12 parsecs. Now you can sit at its controls and blast Imperial scum from Yavin to Endor. The *Millennium Falcon* is the star of THQ's *Star Wars*: Flight of the Falcon, which is coming to GBA this fall. You'll boot Han Solo from the cockpit and fly the *Falcon* through 14 combat missions that mix scenes from the original *Star Wars* trilogy and new plot twists. It's not like shooting womp rats back home.

ULTIMATE TELEGAMES

Telegames has three collections of classic games headed to Game Boy Advance this fall. In Ultimate Card Games, players can shuffle through 20 favorite card games, such as Blackjack, Bridge, Canasta, Crazy 8s, Cribbage, Gin Rummy, Go Fish, Hearts, Pinochle, Poker and Solitaire. Ultimate Winter Games covers cool activities including skiing, snowboarding, bobsledding and curling. And Ultimate Table Games brings classic action to GBA in the form of air hockey, foosball, pool, shuffleboard and table tennis. That's a whole lot of gaming in just three Game Paks.

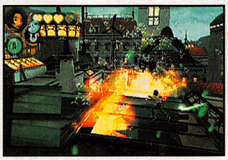
FALL FASHIONS FOR GBA

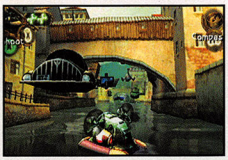
This September, the GBA SP will don two new looks: Onyx (black) and Flame (red). Their features and specs are identical to those of the original Cobalt and Platinum units, which will continue to be available. You'll make a bold statement with Onyx or Flame, but it won't be easy choosing between them. We recommend Flame for casual occasions and Onyx for formal ones.



BEYOND EXCELLENT

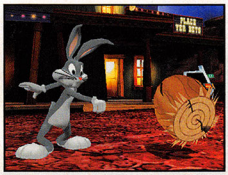
The star of Beyond Good & Evil is a young woman named Jade. Her disturbing dreams lead her to join a band of rebels who are fighting an alien invasion on a seemingly peaceful world. Jade must investigate a government conspiracy and lead her people to the truth, no matter how awful it is. Beyond Good & Evil is one of three outstanding Ubi Soft titles headed to the GCN this fall.





EA GOES LOONEY

Bugs Bunny and Daffy Duck are in search of the elusive Blue Monkey Diamond in EA's Looney Tunes: Back in Action. It could be almost anywhere—Area 52, an African jungle or Paris's Louvre museum. Players guide Bugs and Daffy in alternating stages, using the special attributes of each toon to collect ACME items. They'll interact with characters such as Yosemite Sam, Taz, Elmer Fudd and Wile E. Coyote. All the fun hits both the GCN and GBA this fall.



BIG STAKES FOR BUFFY

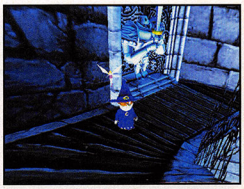
Buffy fans will have more than reruns to look forward to this fall thanks to Vivendi Universal and many of the writers and actors from the *Buffy* TV series. Buffy the Vampire Slayer: Chaos Bleeds for GCN features an all-new story created by the series's writers. The First has created an alternate universe filled with zombies, vampires, demons and the like. Players control Buffy, Faith, Spike, Xander, Willow and Sid the Dummy in 12 levels filled with action and puzzle challenges. Chaos Bleeds will include several multiplayer modes, as well.

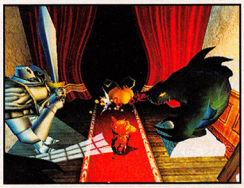
NAMCO'S EVOLUTION

Namco returns to the racing circuit this winter with R: Racing Evolution for Nintendo GameCube. Drivers will get behind the wheels of more than 30 real and fantasy vehicles and compete on a dozen tracks with eight racing styles. Namco describes the racer as a mix of Ridge Racer and Moto GP. Game modes include Story, Time Attack, Vs. and Challenge. An interactive driver AI system adds to the challenge. Darwin would be proud of this evolution.

SPELLBINDING

Alicia and Greg, costumed as a witch and a devil, dare to confront the Bogeyman to save their kidnapped pals in Spirits & Spells. The Nintendo GameCube version features 3-D environments, haunted castles and plenty of monsters to test whichever trick-or-treater you select. The characters collect magical sparks to unlock secret abilities and items, such as Alicia's flying hat and Greg's superjump.

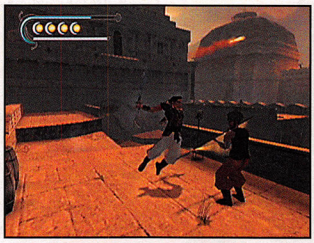




PRINCE OF PERSIA: THE SANDS OF TIME

Game Type: Action Adventure
Publisher: Ubi Soft
ETA: Fall 2003
System: Nintendo GameCube

The original Prince of Persia was heralded for tricky puzzles, cunning traps, fierce sword battles and the introduction of fluid character animation to video games. In Ubi Soft's Prince of Persia: The Sands of Time for GCN, the animation is almost lifelike, the journey is just as perilous as the original adventure and the fighting is fast-paced and thrilling. In fact, the graphics of POP are so amazing that you'll have to remind yourself that you're playing a game. The setting is ancient Persia, where the prince accidentally unleashes the sands of time. The sands have magical properties that allow the prince to control aspects of time, but the magic is hazardous, as well as helpful. Although our demo version was quite limited, we have been very impressed so far with the production values of the game. Ubi Soft hopes to release Prince of Persia later this fall.



The prince uses acrobatic spins and flips during sword-fighting sequences.

The game begins during the siege of a walled city in ancient Persia. Your princedom is under attack!

Versatile camera controls let you zoom in on the action or pull away to get the big picture.

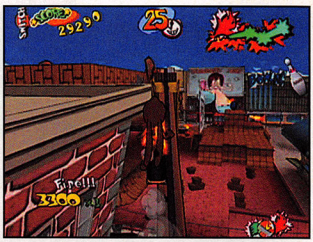
Battles are filled with spectacular special effects and great animation of the prince and his foes.

GO! GO! HYPERGRIND

Game Type: Skateboarding
Publisher: Atlus
ETA: Fall 2003
System: Nintendo GameCube

Go! Go! Hypergrind was one of the surprise hits for GCN at E3. The irreverent humor and great cartoon characters from Spumco (of Ren and Stimpy fame) fit perfectly with the wacky boarding arenas, where you perform stunts and over-the-top toon tricks such as the Decap Attack, Pole Dancing and Hurts So Good. Hypergrind is comic genius.

You can perform special tricks in particular locations for explosive effects.



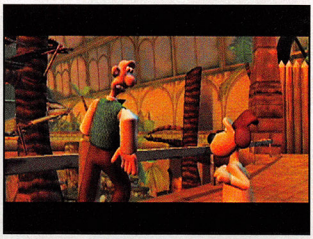
The Toon Town arena is wide-open and packed with opportunities to perform bizarre stunts.

WALLACE & GROMIT IN PROJECT ZOO

Game Type: Action
Publisher: BAM! Entertainment
ETA: Fall 2003
System: Nintendo GameCube

Gromit may look like an average claymation pooch, but he is the canine equivalent of James Bond: He's cool under pressure and always comes out on top. BAM!s GCN is a solid platform action game in its own right. But tasty reminders of the short films, such as minimalist incidental music and charming dialogue, are the real treats.

Gromit's adventure takes him through six areas, where he must rescue 24 baby animals.



Wallace gives his pal sage advice, and animated cut-scenes convey much of the game's plot.

SEPTEMBER GALLERY

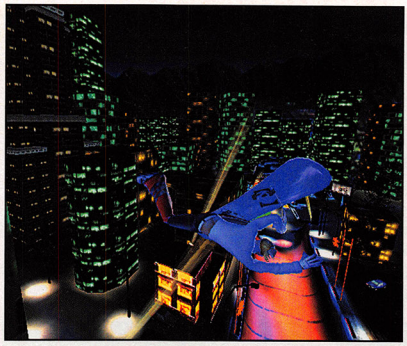
From the slopes to the slots, we've got games for every taste in this month's gallery. We're particularly excited about XIII, Kirby Air Ride and EA's new James Bond adventure, which is the focus of this month's Developer Profile.

Boktai: The Sun Is in Your Hand
Metal Gear Solid: The Twin Snakes isn't the only project on Hideo Kojima's plate this year. Boktai, coming this fall, is a brilliant adventure for GBA. We recently tested the vampire-hunting game and were impressed by the graphics, story and game play. Fortunately, it was a rare sunny day in Redmond, and the game's solar-powered weapon was able to charge up quickly. We'll have a review of Boktai in next month's issue.

Charlie's Angels
When the Statue of Liberty vanishes during a blackout, Charlie's Angels swing into action to find and nab the perps. The game could just as truthfully have been named Beach Party Bikini Brawler.

Powerpuff Girls: Relish Rampage
Blossom, Bubbles and Buttercup make their GCN debut in a 3-D action romp from BAM! The girls use superpowers to foil Mojo Jojo's evil plans.

Ultimate Beach Soccer
DreamCatcher's beach soccer for GBA features high-scoring soccer on a short, sandy field with international teams. You can almost feel the burn.



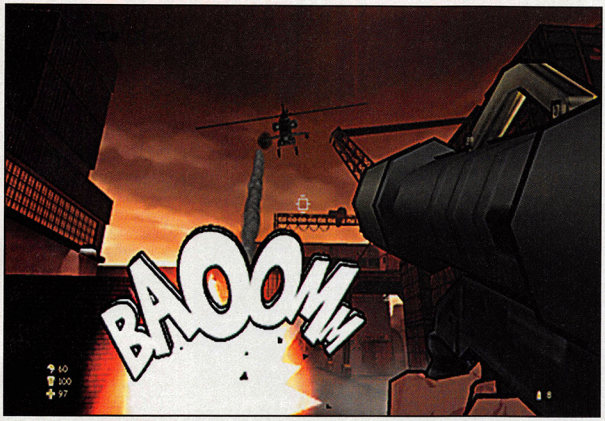
SSX 3
Whether you like a night on the town or a day on the slopes, SSX 3 has it covered. EA Big's over-the-top snowboarding extravaganza is back with sick tricks, great tunes and outlandish boarders.

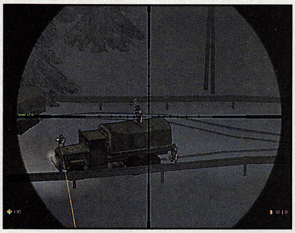
Grooverider: Slot Car Thunder
Encore's GCN tribute to slot car racing is fast and filled with Kart-style power-ups, hazards and cool car models such as classic British roadsters.

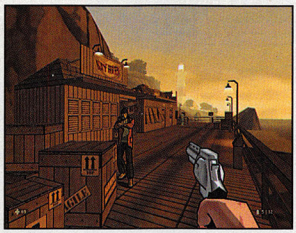
Big Mutha Truckers
Buy low, sell high and deliver the goods as fast as possible. Empire Interactive and THQ bring the outrageous big rig driving game to GCN.

Battlebots: Design & Destroy
Build and battle robots in arenas filled with hazards. Majesco's GBA Battlebots game features tournaments and multiplayer battles.

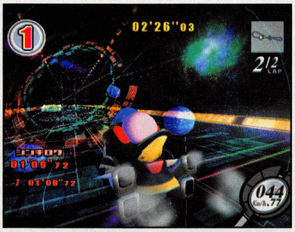
Terminator 3: Rise of the Machines
Atari brings the action-packed third *Terminator* movie sequel to the GBA in a three-quarters-perspective adventure. You are the terminator!

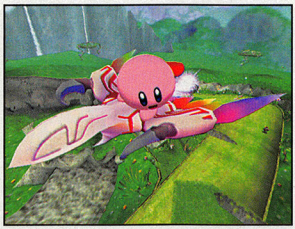






XIII
If you've ever wanted to step into the pages of a comic book, you'll get the chance later this year when Ubi Soft's XIII is released for GCN. Apart from the cool graphics, XIII is a top-flight shooter.





Kirby Air Ride
The latest screen shots of the Japanese version of Kirby Air Ride convey a little bit of the variety that you'll find in the unusual racer headed to GCN this fall. Kirby will speed through 3-D courses using a simple one-button control system. He'll copy enemies' abilities, grab power-ups and enter multiplayer tournaments. Kirby Air Ride was created by the team that brought you the best-selling Super Smash Bros. Melee, so the game is bound to be full of wild surprises.

DEVELOPER PROFILE

James Bond 007: Everything or Nothing is the hotly anticipated new James Bond adventure coming to GCN this fall. We asked Scot Bayless, the game's executive producer, what it's like to create a new chapter of the beloved franchise.

Developer: EA Games

Respondent: Scot Bayless, executive producer

GW: How involved with the game development are the producers of the James Bond films?

SB: Very. We're in almost-daily contact with our key contacts at both MGM and Danjaq. Their support and participation is part of what helps us stay true to the world of 007.

GW: What are the elements that must absolutely be in a James Bond game?

SB: Girls, gadgets and guns. What more do you need?

GW: How do you create an original 007 story? What does the title Everything or Nothing refer to?

SB: The great thing about the world of 007 is that, counter to what you might think, it's actually great fun to come up with new stories to tell. There are certainly rules that you need to keep in mind, but that's part of the fun. Essentially it boils down to really understanding the ethos of Bond, what makes him who he is and what makes him different from other action heroes. Once you do that, the story is easy. What's hard is getting the script and the dialogue just right. That's why we turned to Bruce Fierstein. He has this wonderful grasp of how to write really crisp, punchy Bond lines.

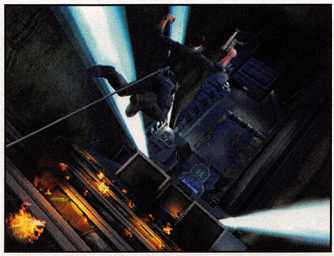
The title Everything or Nothing is a distillation of the villain's point of view in the story. He's going for the big win, regardless of the cost to himself or anyone else. It's also kind of a battle cry for the Bond team. We're taking some bold steps with this game and we felt the title was an expression of that.

GW: Pierce Brosnan lends his likeness and voice to the James Bond character in the game, and we've reported that Shannon Elizabeth will play a Bond girl. Who else is in the cast?

SB: We'll have more cast members to announce in the near future. (An EA press release following our interview confirms that John Cleese as "Q," Dame Judi Dench as "M" and Richard Kiel as Jaws will join Pierce Brosnan, contributing their voice talent and likenesses to the game.)

GW: What does the new third-person-perspective bring to the franchise?

SB: The simple answer is that if you want to be Bond, you need to see Bond. We're going for a cinematic experience. We wanted our audience to feel as though this game really is the next Bond movie.



GAME WATCH FORECAST

GW: What were the biggest challenges in making a third-person-perspective Bond game?

SB: It's a long list, but the clear winner is animation. Going third-person means we have a huge obligation to get Bond's look and movements perfect. Fortunately, we have some of the best people in the business working on this project and they're achieving amazing results.

GW: What are your favorite gadgets in the game? Are there any new gadgets or weapons that we haven't seen in an EA Bond game before?

SB: I have a favorite and we definitely have some new gadgets in store for our fans, but if I told you about them, I'd have to kill you.

GW: The action takes place in a variety of exotic locations. Can you give any examples of how the locations affect game play?

SB: Perhaps the most powerful examples of that are our South American levels. Much of the action takes place high in the mountains on staggeringly high cliffs. It pushes the game play into the vertical in really interesting ways that demand new thinking from our players, and smart use of a couple of new gadgets.

GW: The Bond films always have outrageous stunts. What types of amazing feats do players experience in Everything or Nothing?

SB: I wouldn't want to spoil the surprises, but let me just ask you if you know where the eject handle is on a Harrier 2.

GW: Are there any planned connectivity features with the Game Boy Advance?

SB: We're actually planning to use the GBA as a Q gadget. We're not ready to release details, but it should be a real bonus for GCN players.

NINTENDO GAMECUBE

1080°: AVALANCHE
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: JET FUSION
AQUAMAN: BATTLE FOR ATLANTIS
AUTO MODELLISTA
BAD BOYS II
BATMAN: RISE OF SIN-TZU
BEYBLADE
BEYOND GOOD & EVIL
BIG MUTHA TRUCKERS
BILLY HATCHER AND THE GIANT EGG
BIONICLE
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS
CARMEN SANDIEGO: TO TRACK A THIEF
THE CAT IN THE HAT
CHARLIE'S ANGELS
CHIBIROBO
CONAN: THE DARK AXE
CRASH NITRO KART
CRUSHED BASEBALL 2004
DEAD PHOENIX
DEXTER'S LABORATORY
DIGIMON RUMBLE ARENA 2
DISNEY'S EXTREME SKATE ADVENTURE
DRAGON BALL Z: BUDOKAI
DUNGEONS & DRAGONS HEROES
ENCLAVE
EXTREME FORCE: GRANT CITY ANTI-CRIME
F-ZERO GX
THE FAIRLY ODDPARENTS!: BREAKIN' DA RULES
FIFA 2004
FINAL FANTASY: CRYSTAL CHRONICLES
FOUR HORSEMEN OF THE APOCALYPSE
FREAKY FLYERS
FREESTYLE METAL X
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GALLEON: ISLANDS OF MYSTERY
GEIST
GLADIUS
GO! GO! HYPERGRIND
GOBLIN COMMANDER: UNLEASH THE HORDE
GOTCHA FORCE
GROOVERIDER: SLOT CAR THUNDER
HARRY POTTER: QUIDDITCH WORLD CUP
HARVEST MOON: A WONDERFUL LIFE
THE HAUNTED MANSION
HIGH HEAT BASEBALL 2003
THE HOBBIT
HOT WHEELS: HIGHWAY 35 WORLD RACE
I-NINJA
JACKED
JAMES BOND 007: EVERYTHING OR NOTHING
JIMMY NEUTRON JET FUSION
KEROKEROKING
KILLER 7
KIRBY AIR RIDE
KNIGHTS OF THE TEMPLE
THE LEGEND OF ZELDA: FOUR SWORDS
THE LEGEND OF ZELDA: TETRA'S TRACKERS
LEGENDS OF WRESTLING 3
LOBO
LOONEY TUNES: BACK IN ACTION
THE LORD OF THE RINGS: THE RETURN OF THE KING
MACE GRIFFIN: BOUNTY HUNTER
MADDEN NFL 2004
MARIO KART: DOUBLE DASH!!
MARIO PARTY 5
MARIO TENNIS
MASTERS OF THE UNIVERSE HE-MAN: DEFENDER OF GRAYSKULL
MEDAL OF HONOR: RISING SUN
METAL ARMS: GLITCH IN THE SYSTEM
METAL GEAR SOLID: THE TWIN SNAKES
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
MTV'S CELEBRITY DEATHMATCH
THE MUPPETS PARTY CRUISE
NARC
NBA BALLERS
NBA LIVE 2004
NCAA FOOTBALL 2004
NEED FOR SPEED UNDERGROUND
NFL BLITZ PRO
NHL HITZ PRO
ONE PIECE: TREASURE BATTLE
PAC-MAN
PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION
PIKMIN 2
PILLAGE
PITFALL HARRY
P.N. 03
POKéMON COLOSSEUM
THE POWERPUFF GIRLS: RELISH RAMPAGE—PICKLED EDITION
PRINCE OF PERSIA: THE SANDS OF TIME
R: RACING EVOLUTION
RAINBOW SIX 3: RAVEN SHIELD
RESIDENT EVIL 4
RISK
ROADKILL
ROCKET POWER: ZERO GRAVITY ZONE
ROGUE OPS
SCOOBY-DOO! MYSTERY MAYHEM
SETTLERS
SHREK 2
THE SIMPSONS: HIT & RUN
THE SIMS: BUSTIN' OUT
SONIC HEROES
SOUL CALIBUR II
SPAWN
SPHINX AND THE SHADOW OF SET
SPIDER-MAN 2
SPIRITS & SPELLS
SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM
SSX 3
STAR FOX
STAR WARS ROGUE SQUADRON III: REBEL STRIKE
STARCRAFT: GHOST
STREET HOOPS
STREET KINGS
STREET RACING SYNDICATE
THE SUFFERING
TAK AND THE POWER OF JUJU
TALES OF SYMPHONIA
TEENAGE MUTANT NINJA TURTLES
TERMINATOR 3: RISE OF THE MACHINES
TIGER WOODS PGA TOUR 2004
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM AND JERRY: THE WAR OF THE WHISKERS
TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW
TONKA RESCUE PATROL
TONY HAWK'S UNDERGROUND
TRUE CRIME: STREETS OF L.A.
UNITY
URBAN FREESTYLE SOCCER
VIEWTIFUL JOE
WALLACE & GROMIT IN PROJECT ZOO
WWE WRESTLEMANIA XIX
XIII
XGRA
X-MEN LEGENDS

GAME BOY ADVANCE

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

A SOUND OF THUNDER
AERIAL ACES
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BACKYARD HOCKEY
BALDUR'S GATE: DARK ALLIANCE
BATMAN: RISE OF SIN-TZU
BATTLEBOTS: DESIGN & DESTROY
BEYBLADE
BLACKTHORNE
BONTAN: THE SUN IS IN YOUR HAND
THE CAT IN THE HAT
CIMA: THE ENEMY
CUSTOM ROBO GX
DEMIKIDS DARK
DEMIKIDS LIGHT
DIGIMON BATTLESPIRIT 2
DISNEY'S MAGICAL QUEST 2 STARRING MICKEY AND MINNIE
DORA THE EXPLORER: SUPER SPIES
DR. SEUSS: THE SEUSSATIONAL JOURNEY
DRAGON BALL Z: TAIKETSU
EVOLUTION SKATEBOARDING
THE FAIRLY ODDPARENTS!: BREAKIN' DA RULES
THE FAIRLY ODDPARENTS!: ENTER THE CLEFT
FAMITSA ADVANCE
FINAL FANTASY TACTICS ADVANCE
FIRE EMBLEM
FIRE PRO WRESTLING 2
FROGGER CLASSIC
GEM SMASHERS
HAMTARO: RAINBOW RESCUE
HARVEST MOON: FRIENDS OF MINERAL TOWN
THE HAUNTED MANSION
THE HOBBIT
HOT WHEELS: WORLD RACE
HYPERSPACE DELIVERY BOY
JUSTICE LEAGUE
LADY SIA II
LITTLE LEAGUE BASEBALL WORLD SERIES
LOONEY TUNES: BACK IN ACTION
THE LORD OF THE RINGS: THE RETURN OF THE KING
MARIO AND LUIGI
MONSTER TRUCK MADNESS 2.0
MORTAL KOMBAT: TOURNAMENT EDITION
NEED FOR SPEED: UNDERGROUND
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
ONE PIECE: GRAND BATTLE
ONIMUSHA TACTICS
OZZY & DRIX
PAINTBALL
PITFALL HARRY
POKéMON PINBALL
POWER RANGERS: WILD FORCE
RADIUM
RIVER KING
ROAD RASH
ROCK 'N' ROLL RACING
ROCKET POWER: ZERO GRAVITY ZONE
RUGRATS GO WILD
SCOOBY-DOO! THE MOVIE
SHREK 2
THE SIMS
SONIC BATTLE
SONIC PINBALL PARTY
SPEED BALL 2: BRUTAL DELUXE
SPIDER-MAN 2
SPONGEBOB SQUAREPANTS
SPYRO: ATTACK OF THE RHYNOCS
SSX 3
STAR WARS: FLIGHT OF THE FALCON
STARSKY & HUTCH
STATIC SHOCK
SUPER DUPER SUMOS
SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3
THE SUPER STOO-PENDOUS WORLD OF DR. SEUSS
SWORD OF MANA
TAK AND THE POWER OF JUJU
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TEENAGE MUTANT NINJA TURTLES
TERMINATOR 3: RISE OF THE MACHINES
TIGER WOOD PGA TOUR 2004
TINY TOON ADVENTURES: SCARY DREAMS
TOM & JERRY IN INFURNAL ESCAPE
TONY HAWK'S UNDERGROUND
TOP GEAR RALLY
TOP GUN: COMBAT ZONES
ULTIMATE BEACH SOCCER
ULTIMATE CARD GAMES
ULTIMATE TABLE GAMES
ULTIMATE WINTER GAMES
WAKEBOARDING UNLEASHED
WALT DISNEY'S ALADDIN
WIZARDRY: THE SUMMONING
WOODY WOODPECKER IN CRAZY CASTLE 5
X-BLADEZ: INLINE SKATER
YOSHI'S STORY
ZAPPER

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SOULCALIBUR II®

REFLECTIONS OF MAGIC. Exclusively on the Nintendo GameCube™, The Legend of Zelda's Link brings his own brand of weapons play into the Soulcalibur II arena. The battle will be hard fought with old Soul Calibur favorites and new masters ready to battle anyone with the guts. And the fighting continues with over 10 modes of play, including the new Weapon Master Mode, giving you the chance to unlock hundreds of weapons, costumes, arenas and hidden characters.

TEEN T CONTENT RATED BY ESRB

Violence

Suggestive Themes

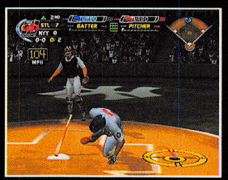
NINTENDO GAMECUBE

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.

Mini-Shaq appears courtesy of Dr. Evil for the new EA Small label.

YOUR SCREEN TEST CAPTIONS



Our line was Oh, nuts!

Call me crazy, but I don't think that's how you're supposed to bunt.—*Kai Kitsune*

My father always told me to step up to the plate, but I think I took one step too far.—*Bill Morrison*

Is there a doctor in the Shea?—*Michael Kestlinger*

I don't care what way you look at it, the bat's safe!—*Harry Jack III*

The game took an unusual turn as the players began to play the spin-around-the-bat-and-get-dizzy relay race.—*John Watts*

"I don't know where the umpire is, but we'll call that one a ball."—*John Salerno*

"Timber!!!"—*Thekokirikid*

How does it stay up like that?—*Carl*

That wasn't in the job description!—*Boaz Norton*

Cramp!. . . I'm good. . . I'll be alright!—*Ryan Yoss*

Oh! He shot me!—*Jim McClements*

My health insurance covers this, right?!—*Lucas Madecky*

Who says baseball isn't a contact sport?—*K. Thompson*

Two BALLS with one STRIKE!—*K. Thompson*

THE NP KREW'S FORGET-ME-NOTS

Last month we ran a list of our all-time top game picks in the Power Charts, but every member of the NP Krew grumbled that at least one "best game ever" missed the cut. What a bunch of whiners. So, to keep them happy, we've decided to let them have their say. We'd also love to hear about your favorite games of yore. Drop us a line at pulse@nintendopower.com and tell us what classic game you think should have made the list and why.

Alan Averill

I know everyone is expecting me to say EarthBound, but I'm going to pull a surprise move and say that the omission of Magi-Nation from the Game Boy list is the worst thing that has happened in the history of the universe. First of all, this is a beautiful game—especially when you consider that it was released on the Game Boy Color. It has a solid card-battling engine, great characters, supercreative artwork and the funniest dialogue I've ever seen in a video game. It's also pretty tough, but in the kind of way that keeps you coming back for more, and it's crammed with secret areas and monsters. All hail Magi-Nation!

Jessica Folsom

In what other game can you harvest eggplants, woo your favorite hometown girl and own a cow named Spot? The charm and addiction factors in Harvest Moon 64 are unrivaled in my opinion. It's a travesty and an injustice that it didn't make it onto the list!

Steven Grimm

Fiery Blowhogs, Burrowing Snagrets and Wollywogs? Miyamoto went way through the looking glass for this one. 'Twas his most brillig vision since Super Mario Bros. 3, and it should have made just as big an impact as that classic did. Hopefully the upcoming sequel will prove Pikmin's brilliance.

Scott Pelland

There are so many deserving games that didn't make the list that picking just one to grouse about is almost impossible. But in the end the omission of LucasArts's Maniac Mansion was more injustice than I could bear. The brilliant and demented NES adventure was filled with twisted humor, excellent 8-bit graphics and macabre puzzles. The requirements for completing the game depended on the characters you chose, giving it a tremendous amount of replay value. In fact, players were given so much freedom to explore and experiment in Dr. Fred's house that unexpected atrocities involving explosive hamsters occurred and shocked the video game world. Maniac Mansion was a creative tour de farce the likes of which we've rarely seen in the 13 years since the game's release.

Chris Shepperd

If ever there was a game for a true gamer, the N64's Blast Corps is it. The game requires precision, timing and luck, and all of it in spades. Gold-medal challenges dangle just out of reach until you think you've performed absolutely perfectly, then the game presents the platinum medals just as your nerves are almost shot. Perfect.

George Sinfield

For football fans who aren't educated on the finer points of the QB Waggle and don't know the difference between a Curl Drag and a Slot Streak, Tecmo Bowl (1989) for the NES is pure football distilled to its very essence. You run, you pass and you always go for it on fourth down. It's fun to throw for 80 yards when you're backed up to the goalpost. It's fun to have a long list of plays—outlawed because they're indefensible—scribbled in the margins of the manual. And it's fun to watch your 32-by-32-pixel player with the two-frame run cycle burning down the sideline into the end zone with no time on the clock, leading your team to an 87-84 victory. It's not realistic, but it definitely is fun.

Steve Thomason

I still can't believe that Street Fighter II Turbo: Hyper Fighting didn't make the list. The original SF II: The World Warrior set the standard for fighting games with its incredible graphics and perfect controls. Then SF II Turbo came along and improved on its legendary predecessor by cranking up the speed and making the boss characters playable. Its absence from an otherwise solid top 20 speaks to my coworkers' tenuous grasp on reality. Shoryuken!

The World Wide Way to Cyber-Race

f-zero.jp

The F-Zero phenomenon will soon spread across the planet at a speed far exceeding the game's cyberracing velocity. Only the official website—which has already launched in Japan at f-zero.jp—will be able to keep up with the F-Zero craze. In July the international website will beef up its English coverage to show off characters, courses and controls. It'll also provide all the info you'll need to transfer your racing data between F-Zero GX, for the Nintendo GameCube, and F-Zero AX, for arcades.

The official website currently has most of its insider info in Japanese only, but it will soon reveal data from both versions of the game in English, such as cyber-racer characters from F-Zero GX (far left) and tracks you'll see in the arcade version (at left).

Mario Golf Leaderboards

mario-golf.com

Once you hit the course in Mario Golf: Toadstool Tour—which comes out on July 28—you'll want to show off your scores. The Mario Golf website will help you determine how you rank among the pros. You won't need to worry about golfing hacks who fake their scores to cheat their way to the top. The GCN game will provide players with passwords that the website will decode. Let the tournament begin!

Will You Rule at Camp Hyrule?

camphyrule.com

We've cleaned up the cabins at Nintendo's online camp in preparation for our annual romp, August 11 through 15, 2003. Many come to Camp Hyrule every year, drawn back to the insanity of meeting lots of Nintendo superfans and joining competitions. (Willing to write bad poetry or use a paint program to disfigure others' faces? You'll fit in fine.) Register between July 29 and 31 to be a part of the online event!

A disaster visits Camp Hyrule every year. Last year, a villain spread glop and graffiti all over camp. What crisis will hit this year? Register and find out for yourself.

Each summer, Camp Hyrule features lots of fun Flash minigames. This year's batch is still a secret, but you can bet that the classic marshmallow game will return!

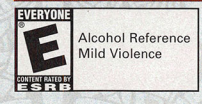
WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE SUBSCRIBER-ONLY CHAT!

EPIC CENTER
SPECIAL REVIEW

FINAL FANTASY TACTICS ADVANCE™

IT ALL BEGAN WITH A WISH...

Have you ever wished that a fantasy world were real? If you wish hard enough, you never know what will happen. Marche, Ritz and Mewt awaken one morning to find their hometown of St. Ivalice replaced by a wondrous world called Ivalice. Somewhere within the world lies the key to return home, but not everyone wants to go back. Fantasy comes to life in Square Enix's highly anticipated epic saga for the GBA.



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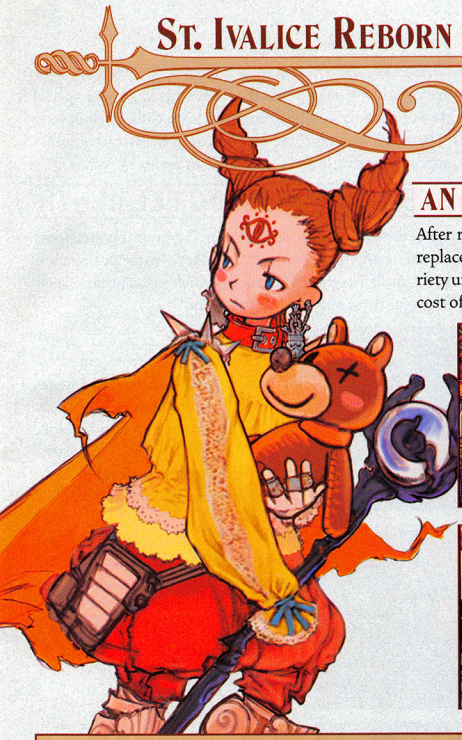
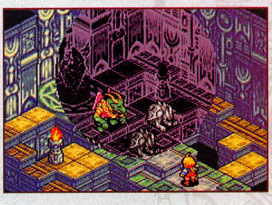
St. Ivalice Reborn

A deeply diverse experience awaits you in the kingdom of Ivalice, where only the strongest clans survive. Each choice you make shapes the land and forges your future. The unique judgment system adds a new level of strategy to each battle, making every encounter a true challenge.

An Epic Story

After reading a mysterious book together, Marche, Mewt and Ritz find their town replaced with a dream world full of strange creatures. Clans battle for turf and notoriety under the rule of a tyrannical queen. Will Marche find his way home at the high cost of destroying his friends' happiness, or will he accept his new life in Ivalice?

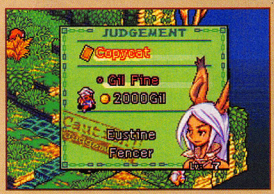




The Judgment System

The queen of Ivalice sees to it that any laws the prince wishes upon the kingdom are enforced by the royal judges. Anyone who disobeys the laws during a battle suffers swift judgment with either a steep fine or immediate imprisonment. Check the laws before you engage in battle.

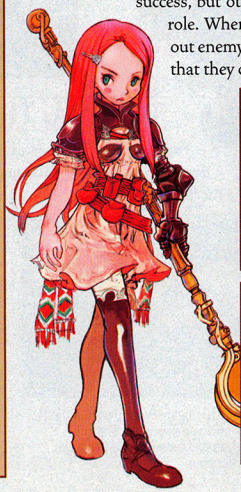
Some illegal activities carry a heavier penalty than others. Judges issue yellow and red cards to lawbreakers during battle. Yellow cards equal one fine each at the end of battle. Any character who gets a red card will be thrown in jail on the spot.



For each yellow card you receive, you will pay a fine at the end of the battle. Fines can be levied in Gil or cards, stat penalties for individual characters, or a loss of the AP or treasures you would have gained at the end of the battle.

Tactical Battles

Each battle in Ivalice is built upon a strategic turn-based system. The selection and placement of party members is often the key to success, but other elements also play an important role. When units deal the final blow to knock out enemy units, they receive a Judge Point (JP) that they can use to perform special moves.



Magic & the Totema

Most job types have exclusive magic that they learn by equipping special armor or weapons. For instance, a White Mage can learn Cure by equipping the White Staff. There is one magic that depends on race instead of job—the ability to summon powerful Totema, guardians of Ivalice's crystals.

The Magic System: Recognizing Elements

The magic system is element-based—each spell has an elemental type and is strongest against its opposite element. There are many elements in Ivalice—three of them are explained below. Most magic spells have a radius effect, which means that a spell will affect anyone within two or three spaces of its epicenter.

Holy Element

The Holy element is represented by the color white. Monsters and items that are white are often Holy-based. Holy spells heal, cure and do damage. Holy healing spells do the most damage against Dark creatures, but Holy damage spells heal Holy creatures.

Fire Element

Red is the color of the Fire element, so red monsters and equipment are often Fire-based. If you hit a Fire-based monster with a Fire spell, it will heal the monster rather than harm it. Fire's opposite element is Ice.

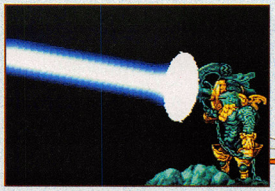
Ice Element

Blue represents the Ice element, so most blue monsters and equipment are usually Ice-based. If you hit an Ice-based monster with an Ice spell, it will heal the monster rather than harm it. Ice is the most powerful against Fire.

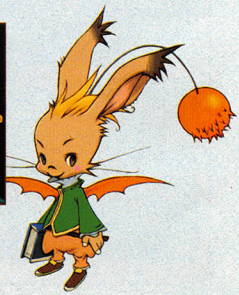
Totema: The Sacred Beasts

The sacred Totema protect mysterious crystals throughout the kingdom of Ivalice. When you destroy a crystal, the Totema who guarded it will join you. Each Totema is tied to one of the five races—characters can summon only their race's Totema.

It costs 10 JP (Judge Points) to summon a Totema, so do so sparingly. The first Totema you will receive is Famfrit, the Moogle Totema.



When you summon a Totema, the powerful guardian will appear and destroy nearly every enemy in the area. Boss battles are the best time to call upon one.



Deep Character Customization & Jobs

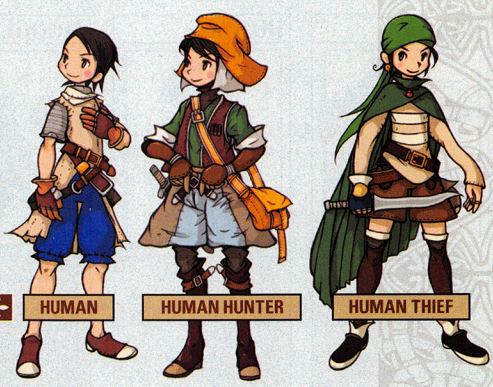
Each character's growth is limited only by race. By changing jobs, a character becomes more diverse. Teach your party members a wide variety of abilities—they'll retain every ability they master. Each unit can use two full sets of job abilities in battle. Experiment to discover what works best!

Diverse Customization Options

Each clan member's stats will change depending on his or her job, but base stats are important. You must consider a unit's initial job when deciding whether that character will be a good fit for another job.

Complex & Involving Job System

Each time a clan member switches jobs, his or her appearance will change (with the exception of the main characters). With a new job, characters also gain access to new abilities, weapons and armor types. If you choose the right job combo for a character, you could even unlock expert jobs.



Trading & Multiplayer Missions

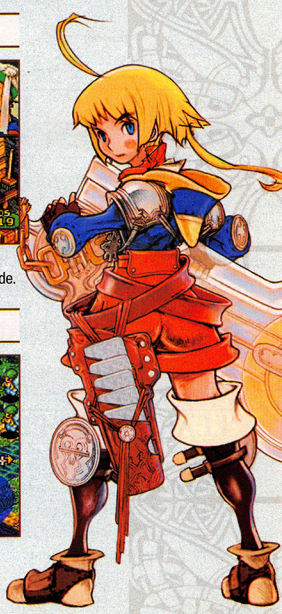
The strategy reaches a whole new level of depth in the multiplayer missions—available only when you link up with a friend. For a price, you can also trade units and items with a friend at the pub when you link two Final Fantasy Tactics Advance games using a GBA Game Link cable.

Trading Items & Units

Is your clan short on Phoenix Down or Bangaa members? Grab a friend to trade items and units by linking up! Trading units is a great way to add units of a certain race to your clan. The pub charges a hefty fee for the trading service, so use it sparingly!

Select Link on the world map to enter the pub, then choose Trade Items or Trade Units to begin the trade.

Trading isn't free, so make sure you have enough Gil before you agree to trade. Trading units costs 5,000 Gil.



Multiplayer: Co-op & Competitive Missions

Link up with a friend to experience the secrets of Ivalice together. Cooperate to defeat an enemy boss, or see who can defeat the most monsters in a competitive mission. Multiplayer missions offer treasures that you can't find anywhere else!

In co-op multiplayer battles, you and a friend will take turns attacking the enemy boss.

When choosing which characters to use, think about how to complement your friend's choices.

The Races of Ivalice

The five races of Ivalice are as unique in their appearances as they are in their specialties. You will recruit members from each race into your clan, but your specific clan composition is up to you and will change throughout your journey. Some races are scarcer than others.

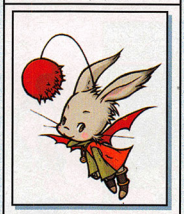
Bangaa

Bangaa are a lizardlike race, known throughout Ivalice for their fierceness in battle. Their strength and Defense make them the best candidates for dealing physical damage and taking the brunt of an attack.

Humans

Humans are both the most common race in Ivalice and the most well-rounded. They can learn the widest variety of jobs, have average Attack and Defense, and are a sound choice for nearly any job.

Moogles



Moogles are a fun-loving, mischievous race that specializes in using tools and magic. Most Moogle jobs are unique to the little creatures and harmonize perfectly with their love for playing tricks and having fun.

Nu Mou

Nu Mou are a quiet and peaceful race, but they are also the most adept magic users in all of Ivalice. Nu Mou shine in battle, casting magic from a distance at their enemies or offering support to their clan.

Viera

Viera are a beautiful female race that specializes in agility, spirituality and finesse. Their jobs combine elements of speed, stealth and summoning magic, making them valuable and dangerous clan members.

The Races and Their Jobs

Each race has exclusive jobs and expert jobs. When recruiting new members, ensure that your clan is well-balanced. You can have a total of 24 clan members (counting Marche), and there are 34 jobs and expert jobs total. Below, beginning jobs are shown in black and expert jobs are in red.

Bangaa	Humans	Moogles	Nu Mou	Viera
Warrior	Archer	Animist	Black Mage	Archer
White Monk	Black Mage	Black Mage	Beastmaster	Fencer
Bishop	Soldier	Thief	White Mage	White Mage
Dragoon	Thief	Gadgeteer	Alchemist	Assassin
Gladiator	White Mage	Gunner	Illusionist	Elementalist
Defender	Blue Mage	Juggler	Morpher	Red Mage
Templar	Fighter	Mog Knight	Sage	Sniper
	Hunter	Time Mage	Time Mage	Summoner
	Illusionist			
	Ninja			
	Paladin			

Learning Expert Jobs

Expert jobs appear only after a clan member of the appropriate race has learned abilities from one or two other jobs (or expert jobs). The example to the right details how to create the Viera-exclusive Elementalist.

White Mage

Start with a Viera White Mage. Allow her to master at least one White Mage ability. Change her job to Fencer.

Fencer

Use your new Viera Fencer (with a White Mage skill) in battle, and allow her to master at least one Fencer ability.

Elementalist

After your Viera has learned one White Mage ability and one Fencer ability, change her into an Elementalist.

Equipping Characters & Learning Abilities

The key to learning new abilities is to change the equipment your clan members use as soon they master abilities. You need the right equipment to build a strong clan!

Equipment Slots

Each character has five equipment slots. In most cases, each character can equip only one weapon, one piece of armor and one helm. The other two slots are reserved for accessories, shields and two-handed weapons. Keep abilities in mind.

Select the piece of equipment you want to replace from the character status screen.

Search your inventory. Any highlighted equipment can go in the empty slot.

Weapons & Abilities

Characters learn most abilities by using weapons, but some armor and shields have abilities tied to them as well. By participating in battles, clan members earn AP (Ability Points), which enable them to learn the abilities tied to their equipment.

Press the R Button to view the abilities tied to a highlighted piece of equipment.

Some equipment has no abilities connected to it—the bearer won't learn new skills.

Equip a Weapon

Select a weapon that is suitable for your job and has an ability for your job tied to it.

Master Abilities

Use the weapon until you master (permanently learn) the abilities embedded in it.

Equip a New Weapon

Your mastered abilities carry over to new jobs. Select a new weapon to learn more abilities.

Character-Status Screen

Access the Party menu from the world map to view the character-status screen for each clan member. On the screen, you can view the unit's details, change equipment, pick and view abilities, change jobs and expel the character from the clan.

1. Character name, current job, Yellow and Red Cards collected, level and experience gained toward next level.
2. Attack and Defense stats for weapons and magic; Move, Jump and Evade stats.
3. Hit Points, Magic Points and Judge Points Earned. (JP can be used for combos and summoning Totema.)

Equipping Abilities

Each character can equip a total of five abilities: two Action abilities, one Reaction ability, one Support ability and one Combo ability. Action abilities determine what you can do in battle, such as using items.

Choosing Abilities

When clan members learn abilities for more than one job, you can equip the learned abilities in the two Action abilities slots. For example, you could have a Time Mage with Black Magic and Time Magic equipped for battle.

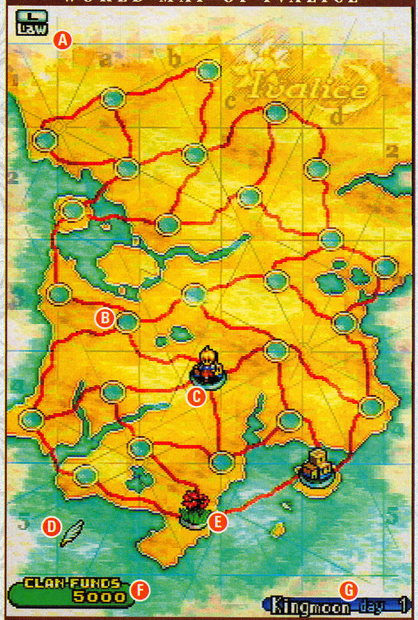
Changing Jobs

When clan members change jobs, their assigned abilities automatically change to those of the new job (you must re-equip them). Customize your characters by reassigning your favorite abilities from previous jobs.

The World of Ivalice

The Ivalice world-map menu is your navigation tool to the farthest reaches of the magical land. Most of the action begins on the world map, so learning how to use it is essential to your quest.

World Map of Ivalice



Map Key

- A Check Law of the Land
- B Empty Terrain Space
- C Placed Town Symbol
- D Selection Cursor
- E Placed Terrain Symbol
- F Clan Funds
- G Ivalice Month and Day

Party Menu

In the Party menu, you can view your clan members and their character-status screens, as well as your inventory. Press R to sort your clan and L to change the sorting parameters.

Clan Menu

The Clan menu displays all the details about your clan, including its current stats and title, any current missions, your turf, mission items, support clans and more.

Link Menu

The Link menu is where you access the multiplayer pub to trade items and units or participate in a Team Up mission. Enter the link menu only when playing FFTA with a friend.

Area List

The Area list displays every area you've placed on the map. When you choose an area from the list and press A, the selection cursor will automatically move to the area for quick reference.

System Menu

The System menu displays important game options. You can save your game, load a new save file or change the game options in the System menu.

Events on the Ivalice World Map

You'll spend almost as much time on the Ivalice world map as you will in the individual areas—it's bustling with action. Every choice matters as you shape the world of Ivalice to your whim.

Place Location Symbols

After certain missions, you'll receive a location symbol. You can place the symbol on any empty terrain space on the Ivalice world map. Where you place towns and terrain can trigger treasure hunts.

Treasure Hunts

When you place a symbol on the Ivalice world map, sometimes other symbols will shake, indicating that you've unlocked a treasure hunt. Travel to the areas where treasure hunts appear, and search them.

Random Battles

Story line events and engagements with other clans on the world map will often result in random battles. All random battles offer treasure, Gil and AP—they are a great way to build up your clan.

Important Locations in Ivalice

Being in a clan is such a way of life in Ivalice that establishments have opened to cater to their needs. There's something to be said for notoriety—the more clan turf you have, the better deals the shops and pubs will give you.

The Pub: Missions & Rumors

Every town has a pub where clans gather to share rumors and purchase or cancel missions. Rumors offer vital info—listening to a rumor could unlock new missions. Check the pub often because new missions appear frequently.

Dispatch (Nonbattle) Missions

Many of the missions you can purchase at pubs are nonbattle missions called Dispatch missions, in which you send out one member of your clan to complete the mission alone.

Dispatch Missions

To accept certain Dispatch missions, your clan will often have to have a special item and/or a specific job. Units will let you know if they want to go on a mission. The clan member you send out will be on his or her own until the mission is complete.

0% (Lv 5)

Characters will kneel when selected if they are likely to fail at the mission.

50% (Lv 11)

Characters will stand if they have equal chances to succeed or fail at the mission.

100% (Lv 13)

Characters will bounce if they are likely to succeed at the mission.

Regular Missions

The citizens of Ivalice will post requests for clan aid at the local pubs. You can accept the regular missions for a small fee. You'll need a special quest item to sign up for some regular missions.

Selecting Missions

There are four kinds of missions: Encounter, Free-Area, Nonbattle and Regular. Each mission type has an icon under the pub missions list. Mission fees vary.

Mission Description

The mission description offers info about the mission, its location and who is requesting the aid.

Days to Clear the Mission/Rewards

You'll find out how many days you have to clear the mission, and the rewards for clearing it.

Mission Requirements: Items/Skills/Jobs

The final mission info page displays mission items, clan skills and job requirements for the mission.

Cyril's Shop

The first shop you'll frequent is in Cyril, but every town has one. Check shops often—inventory changes frequently. The more turf your clan holds, the better your buy and sell rates will be in shops.

The Card Keeper

After you save Ezel Berbier, he will tell you about his secret card shop in Cadoan. Trade rare Law and Antilaw cards with Ezel at his shop. Each card's rank and rarity determine its rate.

The Monster Bank

Any monsters you catch with the Hunter's Capture ability will be taken to the Monster Bank. Visit the Monster Bank to spend time with your monsters—help raise monsters by feeding them items.

The Monster Bank will be empty until you trap a monster with the Hunter's Capture ability. Choose the List option to view your monsters.

Monsters have their own personalities, likes and dislikes. Your monster will be happier and more fond of you if you feed it items it likes.

The Clans of Ivalice

Clans travel the lands of Ivalice, competing for turf, notoriety and treasure. Managing your clan through the clan menu is essential to your clan's success.

Your Clan's Title

After you name your clan, you'll receive a title by which the citizens of Ivalice know your clan—it'll reflect your clan's level and reputation. The missions you accept and the turf you control can also change the clan title.

Mission List

The clan's Mission List displays any missions you've accepted from a local pub, but have not yet completed. Highlight a mission and press A to view the mission details.

Clan Report

The Clan Report proudly displays (in numerical order) all the missions your clan has completed. Select a mission and press A to view its details.

Clan Turf

View your turf on the world map with the Clan Turf option. Gray symbols indicate unclaimed areas, red symbols are areas under attack by a rival clan and normal symbols are your turf.

Mission Item

The Mission Item option displays all mission items you currently own. Highlight a mission item and press the A Button to discard the item, or press Select to view its description.

Law Cards

Your clan can own a total of 20 Antilaw Cards at a time. You can view your Antilaw Cards in the Law Cards menu. Press Select to view highlighted Antilaw Card's details.

Support Clan

When you link up with a friend, you can register his or her clan as a support clan. The Support Clan option displays support clans' names, levels, joined mission info and more.

Clan Status

View your clan's points, number of freed areas (or turf) and number of missions completed in the Clan Status section. For every 100 Clan Points your clan earns, it will gain a clan level.

Clan Skills

Clan skills rise when your clan completes missions. Some missions require your clan to have acquired a certain level in a particular clan skill before you can accept the mission. Clan skills affect only your ability to accept certain missions from the pubs.

Combat Skill Level

The Combat skill level reflects how strong your clan is in combat situations.

Smithing Skill Level

The Smithing skill level shows you how adept your clan is at working with metals and ores.

Negotiate Skill Level

The Negotiate skill level represents how well your clan negotiates with other clans

Magic Skill Level

The Magic skill level correlates to your clan's strength in the ways of magic.

Appraise Skill Level

The Appraise skill level represents your clan's ability to appraise mysterious relics.

Craft Skill Level

The Craft skill level displays how adept your clan is at turning raw materials into useful items.

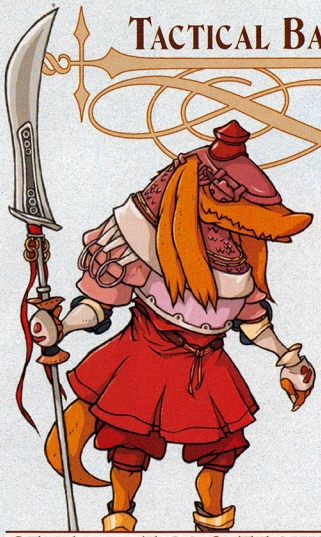
Gather Skill Level

The Gather skill level indicates how well your clan can gather what it needs from the wild.

Track Skill Level

The Track skill level expresses your clan's aptitude at tracking down people and monsters.

Tactical Battle Strategies



Any clan leader can blaze through battles, but a good strategist will take his or her time and learn from each encounter to strengthen all members of the clan equally. Here are some tips to ensure your success.

Unit Placement & Attack Order

At the beginning of each encounter, you will place a set number of units. When choosing whom to call to battle, keep the current laws and your personal goals in mind. Place weaker units in the back to protect them.

The attack-order list displays the order in which every unit on the field will attack. Press L to bring up the list during your turn. Use the list to view any unit's status quickly and to plan your next attack.

Each unit has a specific range of movement. Some items, such as Dash Boots and Spiked Boots, can raise a unit's Move or Jump rating, increasing its movement range.

General Tips & Techniques

Use Available Cover

Use the terrain to your advantage. Place your units with their backs to walls and brush to prevent being struck from behind. Attack from higher ground when possible.

Take Out Healers

Take out your enemy's healers, ranged units and strong magic users first. Enemy White Mages will cast Life and revive fallen units if you leave them unchecked.

Use Ranged Attacks

Use ranged and distance attacks such as magic, arrows and guns when possible to strike enemies and wear them down without being counterattacked.

Stand Back-to-Back

When natural obstacles aren't available, place your units back-to-back to protect them from dangerous rear attacks. Surround hurt units when healing isn't an option.

Stay Well-Stocked

Keep your inventory stocked with all the necessary healing and curative items. You never know when they'll come in handy, especially when laws forbid Holy magic.

Watch Color Magic

Observe your enemy's color before you cast color magic. If you're not careful you could heal a unit that you're attempting to take out!

Attack Strategies

Attack Head-On

With no added bonuses or penalties considered, a frontal attack will be successful only 50% of the time. It is the least effective choice.

Attack From the Side

Attacking from the side is the most common option, and a good choice. Your attack-success rate is 75% with no bonuses or penalties.

Attack From the Rear

Always attack from the rear when you have the opportunity. You'll hit enemies 88% of the time, landing the most damage.

When Fantasy and Reality Meet

The world of Ivalice is as beautiful as it is vast. We've shown you only a glimpse of what you'll experience in FFTA. With an estimated 300-plus hours of game play, 300 missions and a plethora of unique items, you too will be drawn into the fantasy's magic.

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

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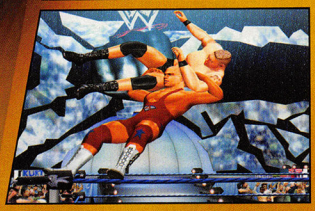
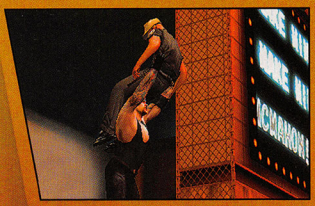


Look hard enough
and you'll see
MEMORIES
of legends past
CHALLENGING
you to become a
legend of the future.



WRESTLEMANIA XIX

Where SUPERSTARS Become LEGENDS.

ONLY FOR NINTENDO GAMECUBE.

MARIO GOLF™ Toadstool Tour

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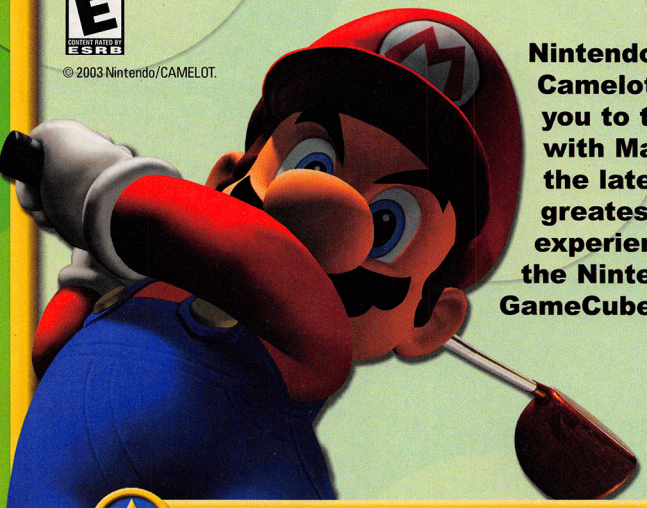
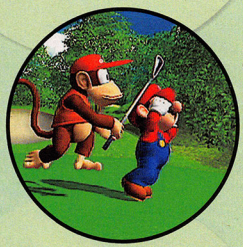


Nintendo and Camelot invite you to tee off with Mario for the latest and greatest golfing experience on the Nintendo GameCube.

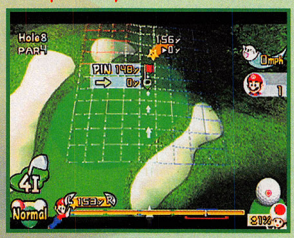


MARIO PLAYS A ROUND

Even if you can't tell a golf club from a dance club and you think Tiger Woods is a place to avoid, you'll have a great time with Mario Golf: Toadstool Tour for Nintendo GameCube. There's something for every duffer on the Toadstool Tour. You'll find realistic courses, crazy Mushroom Kingdom links and a bag full of fun, challenging options and special modes. Sixteen of Mario's pals and rivals join him, and you can play alone or with up to a foursome in any of the modes and tournaments. So brush off your golf shoes and head out to the first tee for Nintendo Power's first round of Mario Golf: TT.

Explore the Course

Keep an Eye on the Lie



Play 18 with Your Friends

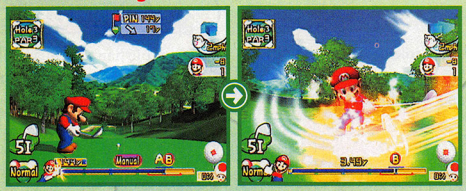
MARIO IS IN THE SWING

There are two ways to swing the club in Mario Golf: TT. Each swing meter controls your shot's power. Push the L and R Buttons to adjust the distance you are shooting for.

Automatic Swing

Push the A Button to begin the Auto Swing, and tap A again when the blue bar reaches the goal arrow.

Manual Swing



Begin the Manual Swing by pushing the A Button. When the blue bar reaches the goal arrow, tap the B Button. The white indicator line will reverse direction. Tab B again when it reaches the starting point.

Spin Control

The fine art of spin control will help you in many situations. The idea is to put spin on the ball to control its height and range, as well as what it does when it lands. Backspin helps the ball stop quickly when it lands, and topspin keeps the ball rolling along to gain extra yardage.

Backspin

Use the Manual Swing and tap the B Button twice when the meter bar returns to the target to create a powerful backspin.

Topspin

You'll hit a blazing topspin for extra yardage if you tap the A Button twice when the swing meter reaches the target.

Your Lie

In golf, the position of your ball is called the lie. Mario Golf: TT gives you several tools to help you deal with every situation you'll encounter. Camera and direction arrows help you set up every shot. Slope arrows indicate the direction and steepness of slopes.

Set Up Your Shot

Use the C Stick to move the camera along the ball's projected flight line to make sure the ball doesn't land in a hazard. Always check the position of the pin.

Mean Greens

A grid system indicates slopes on the greens. A steep slope will tend to pull the ball downhill from the projected line of the putt, so you have to compensate.

GOLFERS

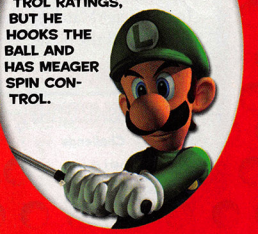
Each golfer has Impact, Control and Spin ratings. Golfers also have a tendency to hit the ball either straight, right (slice) or left (hook), so you may have to compensate to keep it straight.

MARIO

MARIO HITS THE BALL STRAIGHT AND HAS GOOD SPIN AND IMPACT RATINGS. HIS CONTROL IS WEAK, SO YOU NEED TO NAIL YOUR SHOTS.

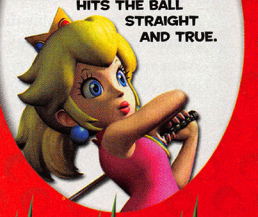
LUIGI

LUIGI IS JUSTLY PROUD OF HIS IMPACT AND CONTROL RATINGS, BUT HE HOOKS THE BALL AND HAS MEAGER SPIN CONTROL.



PEACH

LIKE LUIGI, PEACH HAS SUPER IMPACT AND CONTROL, BUT POOR SPIN. SHE HITS THE BALL STRAIGHT AND TRUE.



PICK YOUR POISON

Mario Golf: Toadstool Tour offers so many ways to play that you'll spend hours just trying out the many modes. We'll get you started with a quick overview and a batch of tee-rific tips on some of the specialty games. For the realistic golf matches, the idea is to get the ball in the hole in as few shots as possible. Less is more when you're on the links.

Training

Practice your strokes on any course and hole in Training mode. You can even switch from the back to the front tee (to shorten the distance of the hole's yardage) and change the pin location.

Plot Your Course

Training mode lets you play any available hole, from the tropical fairways of Shifting Sands to the whimsical links of Peach's Castle Grounds. Once you've chosen the course, you can select which hole you want to practice, then establish the hole's tee and pin placements. You can even select a regular or extra-fast green.

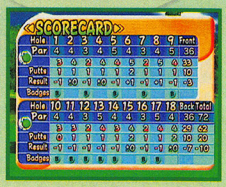
Tournament

Enter a tournament on any of the courses and compete against a full field of computer opponents. Your friends can enter, too.

Tournament Pros

You'll face 30 tough challengers when you enter any tournament. You can win tournament trophies and badges for best holes.

Who's in First



Check the scorecard to see how you're doing hole by hole. The leaderboard shows your standing in the tournament.

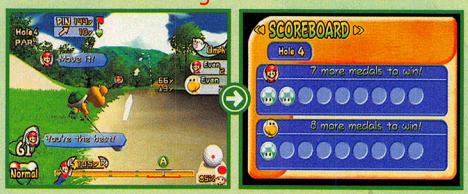
Character Match

In Character Match Mode, you'll play against an opponent of your choosing. You get to select the skill level of the player, as well. Your goal is to win more holes than your opponent.

Choose a Challenge

It's more impressive to challenge an Ace opponent than a Novice.

Win the Hole Thing



In Character Matches, your goal is to win 10 of the 18 holes. It doesn't matter what you shoot on any given hole as long as you come in with a lower score than your opponent.

Stroke Play

Stroke Play is probably the most traditional way to golf. Every stroke adds to your score, and the player with the lowest score at the end of 18 holes wins the match or tournament. You'll need to score a few birdies (and possibly an eagle) to stay with the leaders.

The Lower the Better

In Stroke Play, you compete for the lowest total score. It doesn't matter who wins a particular hole in multiplayer matches—just who ends up with the lowest score after 18 holes.

Doubles

In Doubles, you and a friend or a computer character take turns hitting one ball. You can compete in Stroke Play, Match Play, Four-Slots, Three-Slots and Skins Matches.

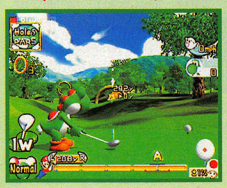
Double the Fun

You'll take half the shots and leave the rest to your partner. Computer players rarely mess up a shot.

Ring Attack

You won't find Ring Attack at your local country club. Only in the Mushroom Kingdom will you have to hit through a series of rings and still make par. Each shot requires careful planning.

Perfect Placement



You must shoot precisely to send the ball through the rings.

Plan Ahead

It's not enough to send the ball through the ring; it must land near the next ring.

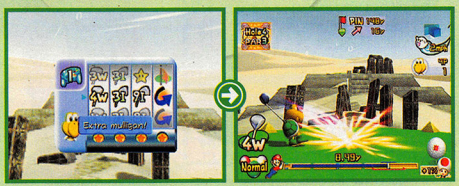
Par for the Course

Only par counts in Ring Attack. If you pass through each ring and make par, the round ends.

Club Slots

Playing Club Slots is always a gamble. At the beginning of each hole, a slot machine determines which three or four clubs you'll use. In Club Slots, higher scores are better.

Make the Most of Your Clubs



With so few clubs in your golf bag, you'll have to get the most out of each one. Use powered-up shots and fast fairways to get extra yardage.

Get the Points

You'll earn three points for a birdie, two for par and one for a bogey.

DAISY

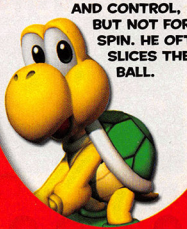
DAISY PACKS MORE POWER THAN YOU MIGHT THINK, AND HER SPIN RATING IS HIGH. SHE TENDS TO SLICE THE BALL.

YOSHI

YOSHI IS GREAT FOR BEGINNERS. HIS RATINGS ARE ALL ABOUT EQUAL AND HE HITS THE BALL STRAIGHT.

KOOPA TROOPA

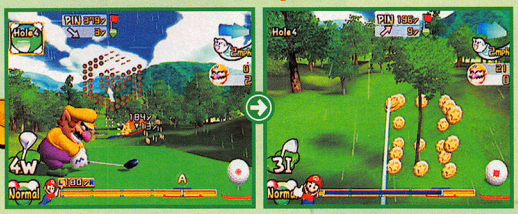
KOOPA TROOPA HAS HIGH RATINGS FOR IMPACT AND CONTROL, BUT NOT FOR SPIN. HE OFTEN SLICES THE BALL.



Coin Attack

Coin Attack mode is all about the money. In the Quick Cash option, you'll collect as many coins as you can in just two strokes. In the Cash Cup option, you have to collect coins and play out the hole, but you must score par for it to count.

Wario's Favorite Mode



You don't have to be a greedy guy like Wario to be dazzled by all the money. Look for spinning coins when you line up your shot. You'll collect the coins if you make the shot.

Speed Golf

If you think golf is a slow game, you've never played Speed Golf. You play against the clock and try to drop the ball in the holes as quickly as possible. The shortest total time wins.

Just Shoot

Trust the game to set up a good shot for you, then just hit the ball. Take a few more seconds to line up your putts accurately.

Beat the Clock

Every second counts in Speed Golf. It's better to take an extra shot quickly than to ponder your lie and waste time.

Near-Pin

Near-Pin mode may seem like a sure thing for powerful hitters, but on the Congo Canopy course you'll win with finesse. Use spin to stop the ball near the pin.

Get Up Close and Personal

The Congo Canopy is a par-three course—all the holes are short and rated par three. All you have to worry about is your tee shot. Use the camera to check out the green and set up your shot. Take the wind's direction into account and use backspin to stop the ball quickly after it lands.

Side Games

Side Games are a collection of challenges and practice sessions designed to make you a better golfer. Score the most birdies to win the Birdie Challenge. Don't forget the practice options. You can improve your drives, approach shots and putting. You'll find some surprise challenges, too.

Competition

You can compete to see who scores the most birdies on the Congo Canopy course. The holes are short but tough.

Practice Challenge

Practice tee shots and approach shots on a variety of holes to perfect your golfing skills.

Green Challenges

Putting Practice will challenge you to putt over many distances and with varying degrees of slope.

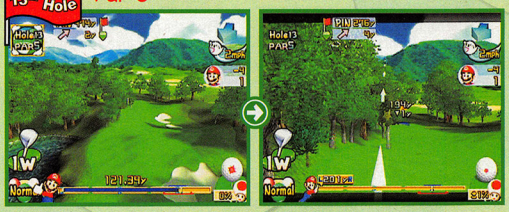
EXTREME BIRDIES

You can select any of the main courses to play in Tournament mode and other single- and multiplayer matchups. Each 18-hole course is filled with challenges and hazards, but some holes are monsters. Following are tips for scoring birdies on some of the trickiest holes.

Lakitu Cup

The Lakitu Valley course is set in a pleasant, woodsy valley, but don't let all the sunshine and greenery fool you. There are hidden threats in the form of giant trees and deep bunkers.

13th Hole — Par 5



Hit over the water and aim toward the rise on the right side of the fairway. From there, hit another wood across the slight dogleg left, cutting the shot close to the trees. Your third shot—about 90 yards away—should easily put you onto the green for your birdie attempt.

Cheep Cheep Tournament

The Cheep Cheep Falls course has plenty of rivers and lakes to avoid, and plenty of difficult holes to challenge even seasoned golfers. We'll take a look at three long holes that could give you fits.

4th Hole — Par 5

Keep to the middle of the fairway between the ponds. The sloping green requires a careful putt.

9th Hole — Par 5

The second shot is critical. Lay up on the nearside of the water. You'll have about 150 yards to the pin—an easy 3-Iron shot that will give you a good chance at a birdie. The almost-flat green should mean a gimme.

12th Hole — Par 4

Drive off the tee and get as much distance as possible. You should be able to reach the green in two, and one-putt for a birdie.

DONKEY KONG

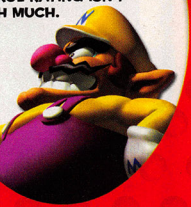
THE BIG APE REALLY WHACKS THE BALL, BUT HE HAS A MAJOR HOOK AND A LOW CONTROL RATING.

DIDDY KONG

DIDDY SLICES THE BALL, BUT HE HAS HIGH RATINGS FOR IMPACT AND CONTROL. HIS SPIN CONTROL IS A BIT LOW.

WARIO

WARIO HAS A NASTY HOOK SHOT BUT GOOD IMPACT AND SPIN. HIS CONTROL RATING ISN'T WORTH MUCH.



Sands Classic

The Shifting Sands course is home to the Sands Classic. The desert setting may not have trees for hazards, but you'll have to navigate past ancient ruins, vast sand traps and deep canyons to reach a tiny patch of green. You'll definitely feel the heat.

3rd Hole — Par 4

Aim toward the saguaro cactus on the left side of the fairway near the dogleg right. Use a fairway wood to hit the ball over the shoulder of the canyon to the green beyond. One-putt the ball to get your birdie.

8th Hole — Par 4

The eighth hole is a very narrow par-four. Drive straight down the fairway and correct for sidewinds.

14th Hole — Par 5

From the patch of fairway at the canyon's entrance, use a powered-up wood to reach the green.

Blooper Open

Take a cruise to the tropics and a golf course that spans an archipelago of sunny beaches and swaying palms. Every hole is surrounded by the biggest water hazard imaginable, and the beaches are anything but welcoming. Stick to the green areas.

2nd Hole — Par 5

From near the dolphin's belly, hit your second shot to the right side of the next island. From there you'll have a direct shot to the green.

8th Hole — Par 4

Drive to the lower patch of fast fairway. Then make an approach shot onto the green using your 1-Wood.

14th Hole — Par 5

A solid tee shot will set you up to reach the green in two. After that, you'll have a tricky putt on a very bumpy green.

18th Hole — Par 5

Hit your drive near the two star-shaped bunkers, then use the 1-Wood to hit onto the fairway to the right of the cliffs, keeping clear of the heavy rough. From there, you can reach the green and shoot for a birdie.

Peach's Invitational

Welcome to the Mushroom Kingdom and Peach's Invitational tournament. You'll hit your ball through pipes miniature golf style on Peach's Castle Grounds course.

2nd Hole — Par 4

If you stay clear of the Chomps on your tee shot, you should be on the green in two strokes.

5th Hole — Par 5

Drive to the island on the right, then use a 4-Wood to loft the ball onto the green. Use backspin.

12th Hole — Par 5

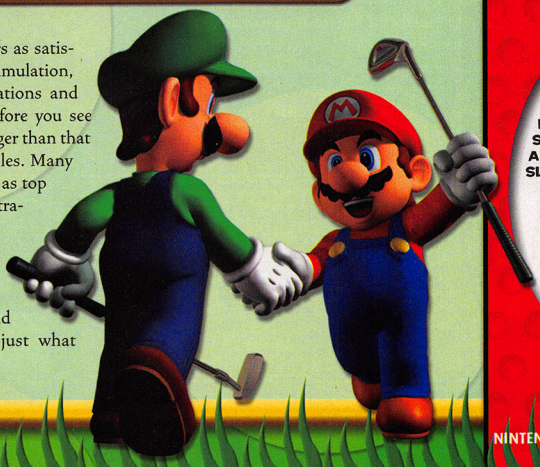
Use a 4-Iron to drop the tee shot into the closest green pipe. Hit over the yellow pipe to reach the green.

15th Hole — Par 4

Hit a powered-up shot off the tee to clear the mushroom and land on the fast fairway. You should get a great extra roll. Your next shot should put you on the green in good position to sink a birdie putt.

PLAY ANOTHER ROUND

Mario Golf: Toadstool Tour offers as satisfying a round of golf as the best simulation, and it offers so many fun variations and modes that it may be weeks before you see them all. It will take you even longer than that to master all the courses and holes. Many of the courses are as challenging as top PGA links, and some are so outrageous that even Tiger Woods would think twice about teeing off on them. Toadstool Tour combines the best of golf reality and fantasy. Duffers and gamers of every ilk will find just what they're looking for.



WALUIGI

WALUIGI HAS A SLIGHT SLICE. HIS CONTROL RATING IS WEAK, BUT HE HAS STRONG IMPACT AND SPIN.

BIRDO

BIRDO HAS EXCELLENT IMPACT AND SPIN RATINGS AND LESS-IMPRESSIVE CONTROL. HER SHOTS TEND TO HOOK.

BOWSER

THE KING OF THE KOOPAS HAS A POWERFUL SWING, SUPERIOR SPIN AND A MIGHTY SLICE.

GLADIUS™

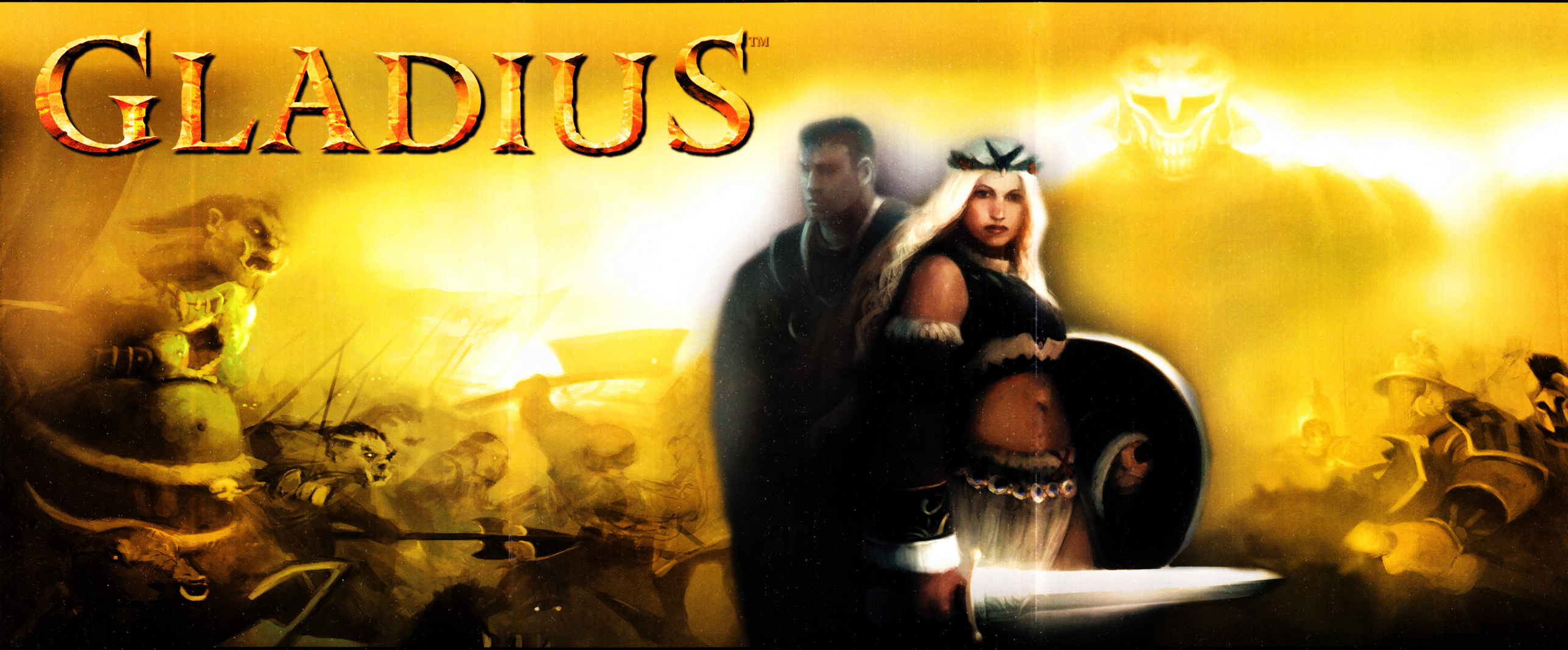
LUCASARTS UNVEILS AN ANCIENT-COMBAT EPIC THAT EMPHASIZES TEAMWORK AND TACTICS.

EPIC CENTER
SPECIAL PREVIEW

METAL, MUD, AND MELEES

RPG fans will soon experience turn-based squad combat with a flair for the dramatic in LucasArts's Gladius. Due out in late August for the GCN, the game is part history, part fantasy and all sword-swinging, shield-busting gladiatorial glory. We had a chance to talk to the development team about its three-year journey.

"I'd done my time on the *Star Wars* games, so to speak, and I wanted to do an original," says Project Director Robert S. Blackadder about Gladius's origins. "The [player's] ability to develop different characters, rather than having just one hero, really appealed to me. I wanted to stretch the experience out, have several characters who have different skills and give them all their own niche. The idea of gladiators tied in with that and everything just kind of clicked." The result is an adventure that balances strong game play with an engaging story, strong characters and brutal combat in arenas and battlefields—a new large-scale war from the company that brought us tales of heroics in a galaxy far, far away.



NINTENDO POWER®

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TWO HEROES, TWO STORIES

The son of a slain champion and the daughter of a barbarian king follow their destinies in Gladius's parallel stories. "Both characters start the game with hopes of fighting for the Imperial Championship," says Assistant Producer Chris Susen, "but they end up saving the world.

"Valens is a melee character. He has to take over his father's [gladiator] school and rebuild it to its former glory," explains Susen. "Because his father was murdered, everybody got scared and left the school. He and his best friend, Ludo, start by fighting in rat-infested arenas, but they win battles, and eventually people want to join their school.

"Ursula is more magical in nature," continues Susen. "She and her twin brother set out to prove themselves to their father." Linda Cardellini (Velma in the recent *Scooby-Doo* movie) voices Ursula, while Michael Rosenbaum (Lex Luthor in *Smallville*) voices Valens.

The player's initial goals are to gain experience in gladiator competitions, recruit fighters and carry out side quests. The game's first chapter hints at the deeper story, however. Blackadder explains, "Witches give Ursula cryptic clues about . . . her bloodline. Valens finds out that his father wasn't just a champion gladiator, but that he has ties with the Affinity gods." Midway through each main character's story, a revelation leads to a change in direction and a switch from arena battles to higher-stakes fights. If a character is slain in the arena, the battler can return for another fight. If the character meets with defeat in the field late in the game, his or her journey is over.

GLADIATOR SCHOOL IS IN SESSION

Each school can accommodate as many as 20 warriors. Although the player has a lot of power to decide which fighters go into each battle, most contests prohibit certain gladiator types and require other types. Susen expands, "in some battles, we're going to have you bring in your most powerful gladiator and fight against a whole horde of lower-level wolves. In others, we're going to have you bring in a bunch of gladiators and fight against one very powerful enemy."

There are 52 gladiator classes, and several individuals within each class. The classes range from historically accurate gladiators (centurians and secutors) to fantastical fighters and creatures (berserkers, ogres, wolves, scarabs and bears).

Players recruit gladiators from each town's gladiator league and during side quests.

BRAINS CLASH WITH BRAWN

As fans of a wide range of RPGs and turn-based fighting games, such as Final Fantasy Tactics, the Gladius designers wanted to make sure that the battles employed plenty of strategy. "We teach you the basic strategies right off the bat," comments Blackadder, "and you discover the more intricate strategies while you're playing." One of the most important strategic considerations is that fighters are broken up into armor classes—heavy, medium and light. Blackadder continues, "Heavies will take out mediums. Mediums will take out lights and lights are so quick that heavies are going to be swinging and missing. You'll think 'I'm medium and this guy's heavy. I better get on higher ground to even the odds.'"

Lines on the ground show where characters intend to move. Circles indicate potential targets during the player-controlled character's current move.

When two combatants are engaged in battle, other fighters can attack them from behind.

The terrain often comes into play. Gladiators who attack from a high position have the advantage.

Heavy fighters are more powerful than medium and light fighters, but they're also slower.

ACTION ELEMENTS ADD CRITICAL HITS

The preliminary concept for Gladius's battles was to present them in real time. When a real-time prototype proved too difficult to control, the designers opted for turn-based combat, but they kept some action-oriented, real-time elements. After the player selects a target and initiates an attack, a swing meter pops up to determine whether the attacker will score a critical hit. Swing meters take on five different forms, depending on the type of attack. One swing meter requires the player to press the attack button at a certain time; another one asks the player to press buttons in sequence. The team played the Mario Party games for inspiration and to see what types of activities would fit into the game.

Susen explains, "We were tired of arbitrary damage in role-playing games—the computer rolling the dice for you. We've added an element of skill to . . . give it a little more life."

The first swing meter that comes into play is a bar with a marker that moves from left to right, yellow to red. If the player presses the attack button when the marker is in the red section, the attacker will score a critical hit. The marker moves at varying speeds, depending on the attacker's quickness.

PICTURES TELL THE STORY

"The whole game has this stylistic, painterly look to it," says Lead Artist Jim Rice. The game's 20 minutes of high-level storytelling sequences beautifully illustrate the style. The camera pans across scenes that depict massive battles with thousands of combatants. Scanned paintings enhanced with animated weather, fire and atmospheric effects establish a unique look. The scenes give the game's events a feeling of historical importance.

The character animation also has a larger-than-life look. "We don't use motion capture," Lead Animator Cathy Fereday informs us, "We prefer a more exaggerated style. It's sort of an exaggerated realism. We do use a lot of references, though—martial arts and gladiator movies."

THE ROAD TO IMPERIA

The world of Gladius has four distinct regions and 20 towns or cities, each with its own gladiator arenas. Valens is a citizen of Imperia, which features large, ornate arenas such as the one at Caltha, the location of the High Tournaments. Ursula hails from Nordagh, land of the barbarians and the game's Nordic-influenced region. Imperia once invaded Nordagh, so Ursula has something to prove when she ventures to Imperia for the competitions.

The Winward Steppes region has a Mongolian style with battle locations that are surrounded by ruins and nomadic encampments. The Southern Expanse is the game's Egyptian quarter. Palaces, sand dunes and an altar serve as battle backdrops.

"Each region was done by a different designer," says Blackadder. "So each one has a different feel. Some battles are more scripted with more rules for victory. Some are more straightforward, using the basic rules of strategy." The animation for different character classes was also doled out to different artists. Each character class contains a little bit of its animator's style lending the game a unique degree of variety.

PREPARE FOR BATTLE!

Gladius is a tactical team-combat game like no other. RPG elements mix with action elements to keep the battles fresh and exciting. And with two different story lines, each representing more than 30 hours of play, gamers will have plenty to keep themselves busy. Susen calls playing the game a "scalable experience," meaning that players will be able to create their own gaming experience—they can let the story dictate the pace, or spend as much time as they want finding each side quest, every character class and all of the game's 300 weapon types. Boasts Susen, "If you keep digging, we keep rewarding you."

slash

KEY FEATURES:

» Redline Monster Fork3.
» Alex X-303 alloy rims1.
» Promax brakes2.
» Redline Freaky-G Grips.
» Colors: Grey & Blue.

Yet another Adam Strieby original, the seat-grab turndown.
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LINK NEVER MET A SWORD HE DIDN'T LIKE—BUT HOW WILL HE FARE IN HIS QUEST FOR THE MOST NEFARIOUS BLADE IN VIDEO GAME HISTORY?

SOUL CALIBUR II®

HYRULIAN SCHOOLIN'

Last month, we stole a sneak peek at Soul Calibur II, Namco's highly anticipated brawlfest that will declare it open season this fall on all who dare pick up a sword. In this issue, we're giving you insider tips on which fighter you should put your money on. Cracking open Stalfos Knights is child's play to him. Giving Ganon a fatal shave—he's been there, done that. Yep, we're putting our money on Link in the Soul Calibur II free-for-all. Equip yourself with the facts about the Hyrulian hero's superior standing.

TEEN T Violence Suggestive Themes
CONTENT RATED BY ESRB

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SIDES OF LINK YOU'VE NEVER SEEN

In Soul Calibur II's wealth of modes, you can push Link harder than he's ever been pushed before. In Arcade mode, he'll face a succession of foes until he comes to the end of the line: the evil Inferno. In Weapon Master mode, he'll quest to find the the Soul Edge, a blade that has rent many a hero's sanity. Vs. Battle pits Link against another player. The more you play Soul Calibur II, the more you'll unlock in each mode—the game is truly vast.

ARCADE

WEAPON MASTER

VS. BATTLE

EXTRA

BEYOND HYRULE

In Soul Calibur, the battle to control the vile Soul Edge sword raged in Ostrheinburg Chapel. In Soul Calibur II, Link leaves his world to search for the Soul Edge—the power behind a Hyrulian magician's evil—and finds himself drawn to the defiled chapel. When you unlock Link's character profile in Museum mode, you can learn much more about Link and Ostrheinburg Chapel.

THE STUFF OF LEGEND

Link's time-honored weapons survive the trip into the world of Soul Calibur II. You won't need to quest for the Master Sword like Link often must in his adventures—you'll have the blade from the start of your journey. You'll also possess Link's bow, boomerang and unlimited supply of bombs—a formidable arsenal for both short- and long-range attacks.

MASTER SWORD

You'll start Soul Calibur II with the Master Sword. It's a great choice for close combat, but sometimes you'll want to use weapons that present different advantages.

BOW & ARROW

Link's bow is one of the longest-range weapons in Soul Calibur II. With it, you can charge up high-damage arrows and fire straight, upward and downward at foes.

BOOMERANG

If you can knock an adversary off his feet, you'll have time to close in for serious combos. Link's boomerang does the trick—and inflicts a little damage.

BOMB

Link's bombs blast your opponents ridiculously high into the air. After you throw a bomb, you won't be able to do anything but move around until it explodes.

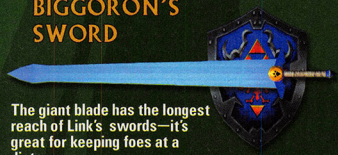
MASTERING LINK'S ARSENAL

Link begins with his tried-and-true Master Sword, but you'll also want to buy and use the 11 other Hyrulian weapons—each is effective in certain situations. If you start the battle with a health penalty, you could use the Cane of Byrna to restore your health. If you're facing a lumbering foe, you'll have time to swing the high-impact Megaton Hammer.

WEAPON MASTER

The quest for the Soul Edge in Weapon Master mode is divided into chapters. In each one, you can buy new weapons after you've earned enough gold by winning battles.

BIGGORON'S SWORD



The giant blade has the longest reach of Link's swords—it's great for keeping foes at a distance.

CANE OF BYRNA

When you boost its power by using Soul Charge, the cane will increase its defensive power and recover your health.

MEGATON HAMMER

The Megaton Hammer inflicts major damage, but you'll need to be at extremely close range to use it.

ARMOS SERIES

It lacks defensive power, but when enhanced using the Soul Charge move, the sword will gain attack strength.

MAGIC SWORD

The Magic Sword slips through enemy defenses easily, but it reduces your own ability to defend.

MIRROR SHIELD

A weapon of sorts, the Mirror Shield will reflect many attacks, but using it may cause Link to lose his footing.

RAZOR SWORD

The Razor Sword gashes foes with serious damage, but it has a dreadfully short reach.

LINK OVERDRIVE: OVER 130 MOVES

You haven't seen Link's true power until you've witnessed him in Soul Calibur II. You can get Link up and running in battle with basic moves, but as you perfect his standard maneuvers, you'll want to unleash his full fury by learning the combos that trigger his many advanced attacks.

BAT SWING

It's outta there! You can go Sosa on combatants with an attack that belts 'em in the gut. The Bat Swing doesn't deliver the most damage, but it will knock your foe off his feet.

SPIN ATTACK

Spring into action with the Spin Attack to strike twice. Or charge up the move before delivering it to launch a barrage of whirling blows amid a storm of fire and lightning.

CYCLONE ATTACK

Link's Cyclone Attack uses an upswing that blows your foe off the ground. When you charge up the move, you'll both go airborne as you inflict a tornado of pain.

STAB

The basic Stab attack is a fast jab, but the advanced Illusion Stab Combo will swiftly leave your foe with more holes than a slice of Swiss cheese.

RUNNING HACK

With just a quick lunge forward you'll bash your sparring partner in the head with the Running Hack. If your foe doesn't block it, the fierce move will make him eat dirt in a hurry.

ROCKET STAB

A single underhanded blow to the groin will pack so much force that your adversary will fly upward then land face-down on the field in utter humiliation. Use the move often.

SWORD TRIP

A sure way to make your opponent squeal, the Sword Trip will slice into your adversary's little piggies, hitting his feet out from under him.

DOWN SLASH

One of the no-nonsense staples of swordplay, the Down Slash is a great midlevel attack that you'll use often to chip away your enemy's health.

SWORD PLANT

With the Sword Plant, you'll leap into the air and bear down with your blade—plunging it into your foe. You can follow up with another midair Sword Plant when you ricochet.

KNEE THRUST

You can attempt a hip-dislocating blow with the Knee Thrust, which will make your adversary double over in pain. It's a great move to follow up with an attack against your foe's side.

SLIDING KICK

Get a running start on a kick to slide underneath your foe instead. The slick move will do a modicum of damage and will knock your target off its feet.

PROPELLER KICK

You'll let loose a little Van Damme when you wind up the Propeller Kick, which clocks your enemy in the mouth. Then you can fall from the Propeller Kick into other related moves.

FORWARD ROLL

Dive under the opposition's attacks with a quick Forward Roll, which will put you up-close-and-personal to deliver one of Link's quick frontal moves.

SIDE ROLL

Link can deliver a wide variety of body throws if he can get to an enemy's side. With the Side Roll, he can quickly slip to the opponent's side and pop up on a foe's flank.

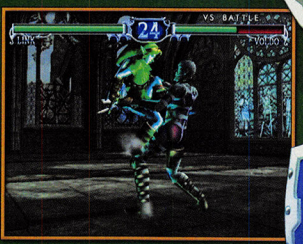
WALL JUMP

Link can deliver a surprise attack when he puts his back toward a wall. He'll execute a Wall Jump, followed up by a quick sword lunge.

ARM TWIST

One of Link's cool body throws is his Arm Twist—an acrobatic move that lets Link whirl around his victim's arm, then swat him far away with the broad side of his sword.

RUNNING SLASH



Even cooler is Link's Running Slash, a throw in which Link grabs his enemy by the lapels, runs up his chest, launches into the air for a spin then slashes downward.

BRACE YOURSELF FOR BATTLE

We've barely scratched the surface of Link's skills in Soul Calibur II. When the game debuts in August, you'll get your chance to help the Hyrulian prove that he's head honcho among the heroes, fiends and freaks that seek the Soul Edge. It's going to be a bloodletting—next month, we'll grab a blade and lead you deep into the fray.

P.N.03™
PRODUCT NUMBER

P.N.03

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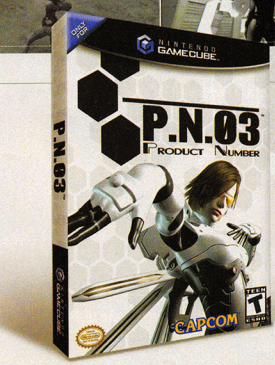
demolish robots, machines, mega weapons and transforming enemies with your bare hands

master stylish moves and powerful attacks for enhanced choreographed gameplay



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BRADYGAMES Strategy Guide AVAILABLE

TEEN T
CONTENT RATED BY ESRB
Suggestive Themes
Violence

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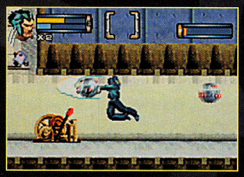
CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



X2: WOLVERINE'S REVENGE GBA CODES—PAGE 62

The dog days of summer bring hot codes and strategies for cool games. We'll start with codes for NBA Street Vol. 2 that guarantee playground dominance. If you prefer kung fu fighting, check out the codes for Bruce Lee's return. Logan's slash-and-dash antics fall into the mix, too, with codes and item locations for X2: Wolverine's Revenge on the GCN and the GBA.

ALL-STAR BASEBALL 2004 GCN
BALLISTIC: ECKS VS. SEVER GBA
BRUCE LEE: RETURN OF THE LEGEND GBA
GOLDEN SUN: THE LOST AGE GBA
NBA STREET VOL. 2 GCN
X2: WOLVERINE'S REVENGE GBA
X2: WOLVERINE'S REVENGE GCN

NBA STREET VOL. 2

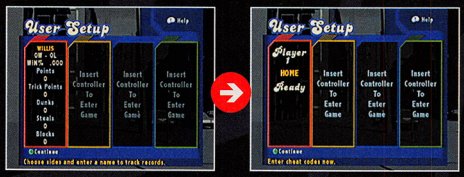
GCN

GET GAME

CODES

GIVE YOUR PLAYERS MORE SKILLS AND YOUR GAME MORE THRILLS.

Add punch to EA Sports Big's second street-hoops spectacle with a load of codes. Select a pickup game, choose Home or Away, enter your name, then press the A Button until you see a message that reads "Enter cheat codes now" at the bottom of the screen. Press and hold the L Button, then enter any of the codes listed on this page. The sound of a car alarm arming will accompany successful code entry. The codes fall into two basic categories: codes that affect your player's skills and codes that trigger graphic effects. Give them a shot.



After you enter your name and cycle through your stats, a message at the bottom of the screen will ask you to enter codes. Press and hold L, then enter a cheat code to change your game.

CHANGE YOUR PLAYERS' ABILITIES

The code that increases long-range skills will make your low post players into sharp shooters beyond the arc. The code that decreases long-range skills will make legendary three-point shooters put up bricks. All your players will have strong ball-stealing skills after you enter the code that increases quickness, and they'll run fast after you give them unlimited turbo power.

CODE	RESULT
Y, X, B, Y	INCREASE LONG-RANGE SKILLS
Y, B, X, Y	DECREASE LONG-RANGE SKILLS
Y, X, Y, B	INCREASE QUICKNESS
B, B, Y, Y	TRIGGER UNLIMITED TURBO POWER

CHANGE THE GRAPHICS

At CI, we judge sports games based on whether they have a big-head code. We're happy to say that NBA Street Vol. 2 passes muster.

CODE	RESULT
X, X, X, Y	MAKE THE RIM EXPLODE ON EVERY BASKET
Y, Y, X, B	SHRINK PLAYERS
X, B, B, X	GIVE PLAYERS BIG HEADS
X, Y, Y, X	SWITCH TO THE WNBA BALL
X, B, X, B	SWITCH TO THE ABA BALL
B, X, X, X	REMOVE THE HUD

The rim usually explodes at the end of the game, but a code makes it explode on every score.

Enter Y, Y, X, B to shrink the players. They'll still be able to get close to the rim.

Do street stars have big heads? Only if you enter X, B, B, X as your code.

The code that removes the HUD gives the game more street cred.

KUNG FU CODES

UNLOCK OPTIONS, OUTFITS, MODES AND A STRING OF CINEMA SCENES.

Bruce Lee's return to the limelight as martial artist Hai Feng offers hand-to-hand fighting, stealth and the use of several types of weapons. By entering codes, you can unlock a collection of cool features and customize your adventure. Press Start on the title screen to get to the Select a Slot screen, then press and hold the L Button and enter any of the codes on this page. A musical refrain will follow successful code entry.

UNLOCK MODES

If you find Normal difficulty too easy, you can unlock the Director's Cut for a real challenge. Not only are the enemies more challenging to defeat in Director's Cut mode, but some of the key locations and enemy placements are altered from the Easy and Normal modes. The Time Challenge is tricky, too. A timer starts at the beginning of every section and ticks down to zero. If time runs out before you reach the end of the section, you'll have to start over. Gallery mode cuts out the game play and strings together all of the game's cinematic sequences. After you enter the code, press the A Button to proceed, then press the B Button to back up to the Select a Slot screen. The Gallery option will appear.

CODE	RESULT
UP, R, SELECT, R, UP, SELECT, SELECT	UNLOCK THE DIRECTOR'S CUT
UP, DOWN, UP, R, UP, DOWN, SELECT	UNLOCK THE TIME CHALLENGE
DOWN, UP, DOWN, R, R, SELECT, LEFT	UNLOCK THE GALLERY

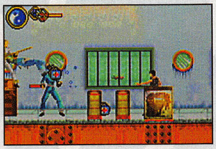
Press and hold the L Button, then press Down, Up, Down, R, R, Select, Left. Release the L Button. Press A to advance a screen, then press B to go back. The Gallery option will appear, allowing you to see every cinema scene.

TRIGGER CHEATS

The invincibility code takes the challenge out of your battles by making your character unbeatable. The weapons code prevents weapons from breaking or running out of ammunition.

CODE	RESULT
DOWN, DOWN, R, R, UP, UP, SELECT	MAKE HAI FENG INVINCIBLE
R, UP, R, UP, R, UP, R	MAKE WEAPONS LAST

Battle a group of bruisers without losing energy as invincible Hai Feng.



Toss infinite projectiles after you enter the weapons cheat.

RECONFIGURE THE ENEMIES

The game's different difficulty modes all have their own enemy configurations, but you can override them by entering codes. Every enemy offers his own challenges. The game may get repetitive if you fight the same enemies throughout. To return the configurations to normal, you must erase all game data.

CODE	RESULT
RIGHT, LEFT, RIGHT, LEFT, RIGHT, LEFT, RIGHT	SELECT BIG THUGS
UP, DOWN, LEFT, RIGHT, UP DOWN, LEFT	SELECT TEXASES
RIGHT, RIGHT, RIGHT, RIGHT, RIGHT RIGHT, RIGHT	SELECT JAMALS
UP, RIGHT, DOWN, R, R, SELECT, LEFT	RANDOMIZE ALL ENEMIES

Big Thugs fight with big fists. Use your speed to beat them.

The Texas enemies use chains. Jump out of the way.

Jamals are quick and athletic. Knock them out with big kicks.

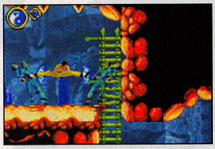
Randomize enemies to go up against an unpredictable bunch.

UNLOCK OUTFITS

You can explore the many looks of Bruce Lee by unlocking a variety of outfits. You'll begin the game with a choice of two outfits. Codes unlock three more. After you enter the Codes, start a new game and select from the growing wardrobe.

CODE	RESULT
RIGHT, DOWN, DOWN, R, R, SELECT, LEFT	UNLOCK THE BRUCE '73 OUTFIT
RIGHT, UP, DOWN, R, UP, SELECT, LEFT	UNLOCK THE DRAGON OUTFIT
RIGHT, UP, UP, R, R, SELECT, LEFT	UNLOCK THE GOLD OUTFIT

The Dragon outfit is a classic Bruce Lee look.



The Gold outfit will help you see your fighter in dark areas.

SUIT UP/DOWNLOAD

COLLECT ALTERNATE COSTUMES AND CEREBRO FILES THE EASY WAY OR THE HARD WAY IN LOGAN'S RIPPING GCN ADVENTURE.

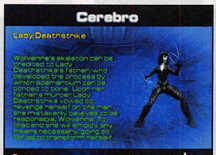
X2: Wolverine's Revenge is packed with nods to the clawed hero's past, revealing the origins of his Adamantium skeleton and concealing some leather-clad secrets. By scratching around the game's dark corners, you can find classic costumes and Cerebro Files. You can switch to any unlocked costume in the Bonus/Costume menu and get details on Wolverine-related characters from unlocked Cerebro Files in the Bonus/Cerebro menu.

The easy way to collect all of the hidden items is by cheating. At the main menu, enter any of the button-press codes listed in the table below. A sound effect will follow successful code entry. The level-select code causes a new entry to appear on the main menu. The pause-menu code triggers an option that shows up after you pause the action during play. Select the Cheats entry to toggle invulnerability or to freeze the frame.

If you don't use the costume- and Cerebro File-unlocking codes to collect the game's hidden items, you can find them by exploring. In our Volume 169 review, we revealed the locations of the costumes in Act I, Part I; Act II, Part I; and Act II, Part II as well as one of the Cerebro Files in Act I, Part II. You'll earn files for your victories against Sabretooth in Act I, Part IV; Wendigo in Act II, Part V; Sabretooth (again) in Act III, Part V; Colossus in Act IV, Part I; Juggernaut in Act IV, Part VI; Magneto in Act V, Part II and Lady Deathstrike in Act VI. We'll reveal the rest of the hidden item locations on the following pages.

CODE	RESULT
B, X, B, Y, Y, Y, L, L, Z	UNLOCK ALL ALTERNATE COSTUMES
B, X, B, Y, Y, Y, R, R, Z	UNLOCK ALL CEREBRO FILES AND MOVIES
B, X, B, Y, B, X, L, R, Z	UNLOCK THE LEVEL-SELECT OPTION
B, B, X, X, Y, Y, X, X, L, L, R, R, Z	UNLOCK THE PAUSE CHEAT MENU

Once you've unlocked costumes, you can play with your choice of gear.



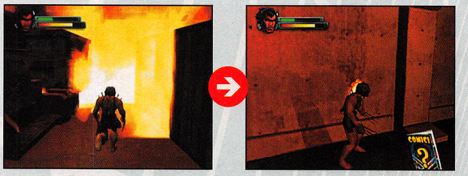
The Cerebro Files provide important facts about the story.

After you unlock movies, play them in the Bonus/Gallery menu.

The level-select option appears on the main menu.

ACT I, PART II

Patch Costume—After you defeat a group of guards and navigate a long passage, you'll find an old truck on fire. Run through the flames to discover the Patch costume comic book.



Logan can take pain. Walk through the damaging flames in the underground passage to discover a comic book on the other side.

Wolverine Cerebro File—On your way to the first, brief meeting with Sabretooth, you'll venture through an underground tunnel that is armed with explosive charges. As you approach the end of the tunnel, turn left into a dark cave. There you'll find the first Cerebro File, containing information on Wolverine.

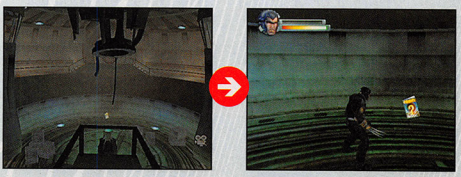
When you get to the end of the tunnel, turn left into a cave. You'll find a floating file on a ledge. It will give you information about Wolverine.

ACT I, PART IV

The Professor Cerebro File—Your victory against Sabretooth will earn you a security pass. Use it to explore the lab's previously locked passages. When you reach the core chamber, go left to an observation area to find the Professor Cerebro File.

ACT III, PART III

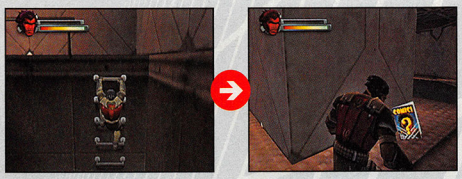
X2 Movie Costume—Run upstairs from the computer room to find a panel from which you can open all of the doors. Venture to the core chamber and jump into the pit. You'll discover the comic that unlocks the X2 Movie costume.



The door to the core chamber will open once you trigger all doors from the computer area. Enter the chamber and dive for the costume comic.

ACT IV, PART II

Alex Ross Prototype Costume—The last alternate costume is in the first room that you will explore in Act IV, Part II. After you sneak past the security robots on the ground floor then climb the ladder to the catwalk, turn left at the first opportunity and run around a giant square pillar. You'll probably pick up the Alex Ross Prototype costume comic before you even see it.



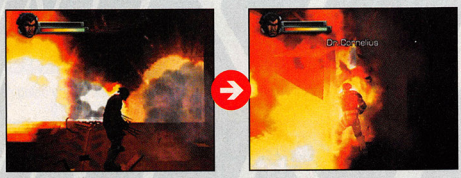
Climb the ladder and take a quick detour on the catwalk. You'll discover the dark Alex Ross Prototype costume behind a pillar.

ACT IV, PART IV

Omega Red Cerebro File—After you use the remote-controlled creature to defeat the giant robots in the large open hall, guide Wolverine through the hall and climb up to the catwalk. You'll find health canisters at one end of the hall and the Omega Red file on the other end.

Climb up to the catwalk, turn right and run all the way to the end. You'll find another floating file.

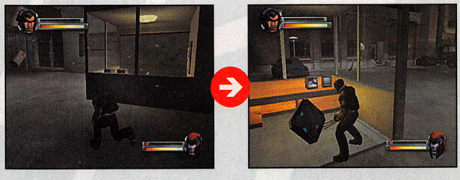
Carol Hines Cerebro File & Dr. Cornelius Cerebro File—You'll climb a series of ladders to a room where fires rage. The goal is to put the fires out by slashing water-pipe valves. Break crates as you search for the valves. You'll find the Carol Hines file in one of the crates (not far from one of the valves) and the Dr. Cornelius file in another crate.



Break crates and search for a way to extinguish the flames. You'll find two Cerebro Files.

ACT V, PART I

Mae Deuce: Mutant Hunter Cerebro File—As your first battle against Magneto begins, you'll have to deal with a storm of flying metallic objects. When you duck into the security booth that is just to the right of the starting point, you'll find the Mae Deuce: Mutant Hunter file.



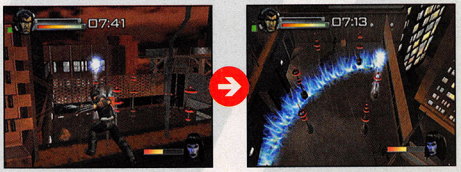
Beware of flying objects! Step into the security booth to avoid the metal storm for a moment and collect a file in the process.

ACT VI

Mr. Sinister Cerebro File—The game's last level is a giant fight against Lady Deathstrike, Wolverine's Adamantium-tainted counterpart. During the fight, climb the ladder to the second level of the Xenon building's roof. Veer to the right when you reach the top and search for a file. You'll add the Mr. Sinister Cerebro File to your collection.

After you stun Lady Deathstrike, climb the ladder to the second level and grab the Mr. Sinister file.

Apocalypse Cerebro File—After you destroy all of the power boxes on the roof's second level, you'll be able to slash the fence that was once electrified then drop to an area where you'll find several electric rods and where Lady Deathstrike will hit you with blue waves of electricity. Walk to the section where the roof obscures your view to pick up the Apocalypse Cerebro File.



Slash the fence, drop to the next level and search the area for one more Cerebro File. Lady Deathstrike's file will complete your collection.

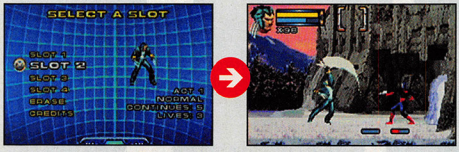
X2: WOLVERINE'S REVENGE — GBA

X-TRA POWER — CODES

GIVE WOLVERINE ALL POWER-UPS, 100 LIVES AND MORE.

Help super-mutant Wolverine cut through his GBA adventure by entering a series of power-pumping codes. On the Select a Slot screen, press and hold L then enter the button-press codes below to get the listed results. A sound effect will confirm successful code entry.

CODE	RESULT
DOWN, UP, DOWN, DOWN, UP, DOWN, SELECT	BECOME INVINCIBLE
RIGHT, LEFT, RIGHT, LEFT, RIGHT, LEFT, RIGHT	EARN ALL POWER-UPS
RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT	GIVE WOLVERINE 100 LIVES
RIGHT, UP, DOWN, RIGHT, LEFT, SELECT, SELECT	REGENERATE HEALTH WITH CLAWS EXTENDED



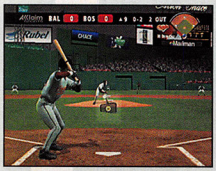
On the Select a Slot screen, Press and hold L, then press Right seven times. You'll start with 99 lives in reserve.

ALL-STAR BASEBALL 2004 — GCN

COLLECTION PERFECTION — STRATEGY

EARN TONS OF COLLECTIBLE CARDS BY SETTING UP A PITCHING DUEL.

If you have the patience to sit through a low-offense game, you can earn enough bonus points to buy a crate of cards and complete your common card collection. Set up a two-player game and let both pitchers strike out the sides through eight-and-a-half innings. Thom Brennaman will start getting excited in the seventh inning when both pitchers break the single-game strikeout record, and you'll rack up bonus points for taking no-hitters late into the game. At the bottom of the ninth, have the visiting pitcher deal two more strikeouts, then four walks. You'll get points for the visiting pitcher's accomplishments and the home pitcher's perfect game—enough points to buy 99 card packs. If you're missing any common cards, sell all of your duplicates and buy some more packs. You'll end up with a winning card collection.



Some baseball fans find pitching duels boring, but the prospect of collecting all of those cards should be a thrill.

If you've still got holes to fill after your card windfall, sell off your duplicates and use the profits to purchase more packs.

GOLDEN SUN: THE LOST AGE — GBA

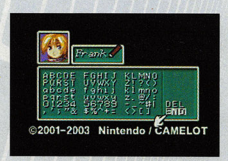
NAMING CONVENTION REVISITED — CODES

NEW ADVENTURE, SAME CODES—RENAME THE MEMBERS OF YOUR PARTY.

In Volume 154, we reported on a pair of codes for the original Golden Sun adventure that allow you to change the names of your party members and some of the secondary characters. The same codes have similar effects in Golden Sun: The Lost Age. When you start a new adventure, you'll have a chance to rename the main character, Felix. Before you continue, enter either of the button-press codes listed below. The Game Boy chime will follow successful code entry. The first code will allow you to rename everyone in your party. The second code will allow you to rename everyone in your party and in Isaac's party, too.

PASSWORD	RESULT
SELECT, SELECT, SELECT	RENAME YOUR PARTY MEMBERS
UP, DOWN, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, UP, RIGHT, DOWN, LEFT, UP, SELECT	RENAME ALL PARTY MEMBERS

Rename the members of Felix's party after entering either code.



Rename Isaac's party after entering the longer code.

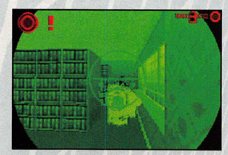
BALLISTIC: ECKS VS. SEVER — GBA

SECRET AGENT PASSWORDS — CODES

USE PASSWORDS TO FILL YOUR ARSENAL AND GAIN SPECIAL ABILITIES.

Your adventure through the second GBA Ecks vs. Sever adventure will be a walk in the park if you know a collection of power-giving passwords. Select the Password entry from the main menu and enter any of the passwords listed below. The message "Cheat Activated" will appear after you enter each password.

PASSWORD	RESULT
ACMEBANGS	DOUBLE THE DAMAGE OF EXPLOSIVES
BIGPOCKET	COLLECT UNLIMITED AMMO
COLDFEET	MAKE ENEMIES FREEZE IN PLACE
DEATHWISH	BECOME INVINCIBLE
OOHSTOPIT	DEFEAT ENEMIES WITH ONE SHOT
TOOLEDUP	COLLECT ALL WEAPONS



The TOOLEDUP password makes all weapons available.

You'll survive untouched by using the DEATHWISH password.

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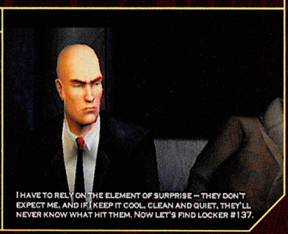
HITMAN 2: SILENT ASSASSIN

IN-DEPTH STRATEGY GCN

Eidos puts a new twist on the stealth genre in Hitman 2: Silent Assassin, which is rated M by the ESRB and contains blood, strong sexual content and violence. The game is one of the most wide-open in recent memory, with each mission having multiple solutions. We'll show you how to earn a Silent Assassin rating in the first three levels.



I HAVE TO RELY ON THE ELEMENT OF SURPRISE – THEY DON'T EXPECT ME, AND IF I KEEP IT COOL, CLEAN AND QUIET, THEY'LL NEVER KNOW WHAT HIT THEM. NOW LET'S FIND LOCKER #137.

I AM THE CLEANER!

TIPS FOR THE PROFESSIONAL

At the end of a mission you'll earn a rating. Silent Assassin is the highest and Mass Murderer is the lowest. Take a look below for a few tips that will aid you in your new career. All strategies are for the Normal difficulty setting.

ONE STEP AHEAD

Your map is an essential tool. It will show the location of items, targets, guards and other points of interest. You can also use it to track the movements of enemies—they will continue moving while you examine the map. It's a good place to plan your next move, but it's not a pause screen—time will pass while you have it open.

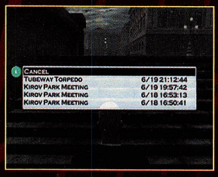
BLEND IN

The best way to avoid detection is to blend in. You'll sometimes find clothing lying around, or you can take it from your victims. Once you have a disguise, walk calmly to your next objective. If you run, guards will become suspicious. Many guards will also smell a rat if you walk too close—even in disguise. Keep your distance when possible.

DISAPPEAR THE BAD GUYS

Once you take down an enemy, you'll need to hide the body somewhere out of the way. Drag bodies to dark corners and other areas where guards are unlikely to check. If you leave a body in the open, a guard will almost certainly see it and raise the alarm. If you take a disguise from a body and the body is found, the outfit will be useless.

SAVE EARLY AND OFTEN



You get only several saves per level, but that is more than enough. You can save at any point during a mission, so take advantage! There's nothing worse than completing a difficult task only to be spotted seconds later. Use multiple save files in case you make an error or want to try a different strategy.

UNLOCKING WEAPONS

QUITE THE COLLECTION

Any weapons in your possession at the end of a mission will be available for subsequent jobs. Pick your tools from the shed at the rear of the courtyard.

SILENT ASSASSIN

Earn a Silent Assassin rating by firing no more than one head shot, having only one kill (not including your paid target) and no alerts. If you get a Silent Assassin rating without hitting anyone but the target, you'll unlock weapons.

SILVERBALLER .45 SUPPRESSED:
Earn a Silent Assassin rating and hit only the target in any mission.

SAWN-OFF SHOTGUN:
Earn a Silent Assassin rating and hit only the target in any two missions.

M4 RIFLE:
Earn a Silent Assassin rating and hit only the target in any five missions.

ANATHEMA: PART ONE

DAWN OF THE DON

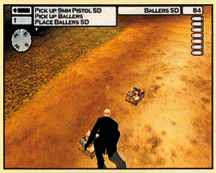
You must enter a mafia don's complex, ice him and then rescue a priest. There are three ways into the complex: as a postman, a delivery boy or a guard. Once you pick a technique to clear Part One, go to the corresponding technique in Part Two.

TECHNIQUE A SILENT ASSASSIN

THE POSTMAN

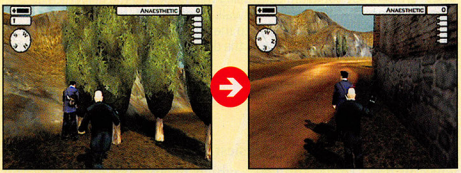
The advantage to taking the postman's outfit is that it gets you in the front door. The disadvantage is that you must give up your guns.

OPTION: GUNS AND BUTTER



If you want to try the postman route but you feel you may need your guns later, deposit them in the box of groceries while the delivery boy is inside the compound. When you enter the compound's kitchen, the guns will be waiting for you. If you don't care about the guns, just drop them on the ground before you enter the compound.

THE POSTMAN RINGS ONCE



The postman makes two stops before he reaches the front gate—one near some trees and one at the wall. The best place to get him is in the trees. Wait for him to relieve himself, then sneak up behind him and use the anesthetic to knock him out. If you hold down the fire button, you'll use more anesthesia and the target will remain unconscious longer. (If you want the Silent Assassin rating, use the whole bottle.) You can also employ deadly force, but that will lower your score dramatically.

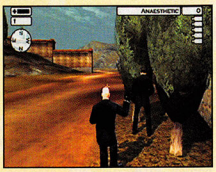
KNOCK KNOCK

Take the postman's clothes and flowers, then head for the front gate. You can run most of the way, but slow to a walk when you approach the guards. Once you're near, a guard will ask you to stop, then frisk you. After you're cleared, head for the front door of the compound. Don't worry—the guards won't find the Fiber Wire or the anesthetic.

TECHNIQUE B

THE OUTSIDE GUARD

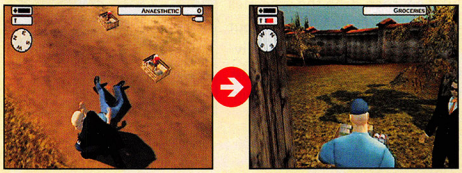
For a quicker way to enter the compound, wait by the side door until a guard comes out and relieves himself, then eliminate him with the Fiber Wire or anesthetic. Once you do, take his clothes and enter through the side door.



TECHNIQUE C

THE DELIVERY BOY

If you like a challenge, try entering the compound as the delivery boy. Wait for him to bend down and pick up a box of groceries, then take him out, steal his clothes and put your guns in the box. Walk through the door and into the kitchen—move slowly, or the guards will open fire.



ANATHEMA: PART TWO

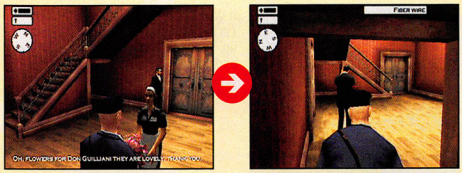
THE HOUSE OF BERNARDA ALBA THIS AIN'T!

Once you're in the compound, it's time to make your way into the house and find the don. Guards are everywhere, so look through keyholes and use the map.

TECHNIQUE A

FLOWER POWER

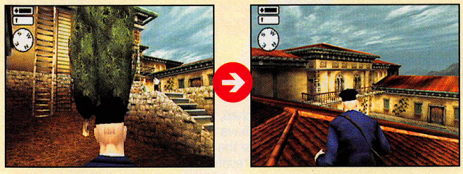
As the postman, walk through the front door and give flowers to the maid. The guard will follow her to the next room. Run to the alcove under the left-hand stairs and wait for the guard to return. Take him out and steal his clothes, then hide the body on the landing between the first and second floors. Use the stealth walk technique to avoid notice.



TECHNIQUE B SILENT ASSASSIN

UP ON THE ROOF

As the postman, pass through the front gate, then go to the west side of the house until you see a yard with a pool. Sneak all the way around the edge of the yard and find a ladder. (Be especially wary of the man in the white shirt and his yellow-clad companion.) When you reach the ladder, climb it, then crouch as soon as you're on the roof. Cross a wooden plank to the balcony and head for the door on the far side.



▼ TECHNIQUE C

THE KITCHEN ENTRANCE

As the delivery boy, walk to the back door and enter the kitchen, then drop the groceries on the floor. (Don't worry about time. If you knock out the delivery boy, he'll run away when he wakes up.) Get your guns, then head for the don's bedroom.

▼ TECHNIQUE D

BASEMENT DOOR

As the bodyguard, walk through the courtyard and take the door that leads to the basement. Go through the basement and up the stairs to the kitchen, then head west.

▼ ANATHEMA: PART THREE

DO THE DON

It's time to ice the don and find your friend. The don spends time in his bedroom, in his office and on a balcony. You can take him out at any of the locations.

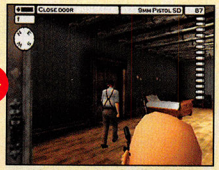
OPTION: GRAB YOUR GUNS

If you dropped your guns in the groceries, now's the time to pick them up. Wait until guards leave the kitchen and only the cook remains. If you crouch, you can steal the steel without the cook seeing you.

▼ TECHNIQUE A

THE DON'S BEDROOM

Go to the west side of the house and wait at the bottom of the stairs until the guard watching the don's bedroom leaves. (It may take a bit, so be patient.) When he clears out, run to the don's bedroom and crouch behind the bed.

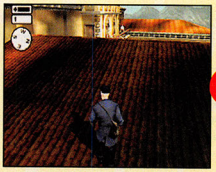


If you picked up your guns in the kitchen, take down the don with a silenced pistol shot to the head. If you don't have the guns, you'll have to sneak up behind him with the Fiber Wire. Once the don is dispatched, hide his body behind the bed and take his key and revolver.

▼ TECHNIQUE B SILENT ASSASSIN

THE DON'S OFFICE

As the postman, get on the roof by using the ladder near the pool. As the bodyguard or delivery boy, you can also reach the roof by going up the stairs in the kitchen to the second floor, then walking to the SE balcony and following the ledge around the house. Once you're near the don's office, stay crouched to avoid being seen by guards on the ground and balcony.



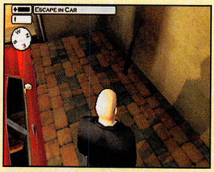
There are two sets of guards patrolling the office and the balcony. The men in white and yellow shirts will walk through first, then a single guard will arrive. After he leaves, sneak to the west balcony entrance. Use the Fiber Wire or silenced pistol to cap the don, then drag his body outside. You must move fast to avoid discovery.

▼ TECHNIQUE C

SNIPER RIFLE SHENANIGANS

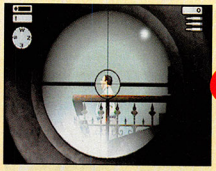
Using the sniper rifle is the easiest way to eliminate the don, but you still need to get the key—which means you must frisk the body. If you use the rifle to knock him off the balcony, you can get a Silent Assassin rating in about five minutes.

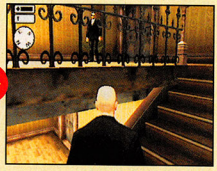
GARAGE SUPPLIES



As the guard, enter the compound through the side door, then go through the back door of the garage. Walk to the right-hand side of the car and grab the sniper rifle, then go out through the back door and walk back to the side door. Don't go through it—just set up for the shot.

BALCONY BALLISTICS





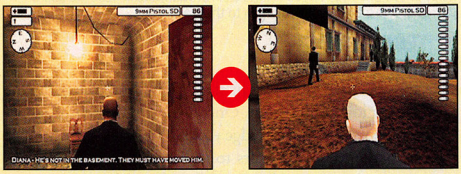
The don is on the balcony, practicing his golf swing. Once you've taken him out, enter the house by using a bodyguard disguise, then head west until you find the stairs to his bedroom. Wait for the guard to leave his post, then search the don's body on the balcony. Alternatively, if you shoot the don just as he swings the club, you can sometimes knock him off the balcony. If you do, walk over, grab the key and proceed to Part Four. Easy!

ANATHEMA: PART FOUR

CHECK THE CELL AND ESCAPE

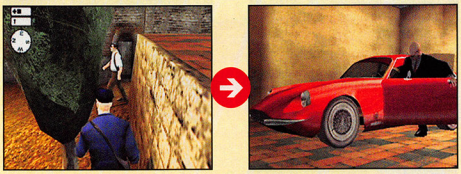
Grab the don's key from his body and head for the basement jail cell. There are two ways to get there. The first is via the staircase in the kitchen—use it if you took out the don in his bedroom. If you are in the office, drop from the outside ledge and take the basement door in the courtyard. Also use the basement door if you knocked the don off the balcony. If possible, take the sniper rifle with you when you leave—it'll help in the next mission.

WHERE'S THE PRIEST?



Once you open the cell door, you'll find that the priest has been moved from the basement. Head back outside and wait for the guards to clear out, then head for the side door. If you haven't been discovered yet, you can keep your distance and walk. If your cover is blown, make a run for it.

OPTION: THE GETAWAY



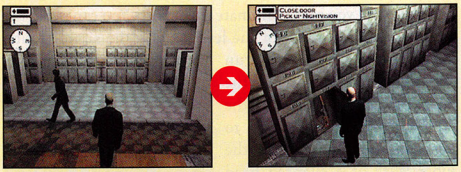
You can use the car in the garage to escape, but you'll have to get the keys from the man in the white shirt. Wait for him to relieve himself near a group of trees by the pool. It's a risky escape plan if you want the Silent Assassin rating.

ST. PETERSBURG: PART ONE

SEWER SHARK

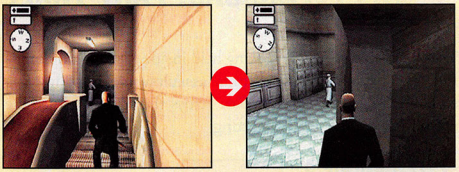
Your next mission takes you to Russia. A general is meeting with some buddies, and you need to remove him—permanently. Make your way to the sewers, then ready the sniper rifle.

GET YOUR GEAR



Head down and to the right, then look for locker 137. Move slowly so as not to alarm the civilians, and wait for them to clear out before you pick the lock. Once you have the rifle, you must stay out of sight—a well-dressed man carrying a large gun is bound to attract attention.

INTO THE SEWERS



When the coast is clear, run for the escalators. There are two guards in the area—one will move outside, but the other will stay in a small room. Check your map and wait for the second guard to walk all the way to the west (behind a bookcase), then duck around the corner and use the door.

OPTION: BE PREPARED

If you got the sniper rifle in the first mission, you can bypass the lockers entirely and head for the sewers. It's a good plan, because the first guard will still be outside by the time you reach the sewer door. There is another gun and some ammo in the locker, but you can just bring your own.

ST. PETERSBURG: PART TWO

EXIT THE SEWERS

There are two main sewer exits. One offers easy access to a uniform but makes you face a couple of guards. The other boasts fewer guards but will require you to steal a uniform.

TECHNIQUE A

SILENT ASSASSIN

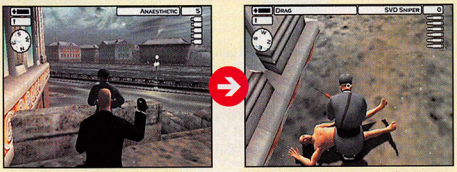
TOP-RIGHT SEWER EXIT

Take the closest exit—it's at the top-right corner of the sewers map. Wait for a guard to pass by the truck before you exit the manhole and take the uniform. Be careful climbing out of the manhole—guards can see the barrel of the rifle.

TECHNIQUE B

TOP-LEFT SEWER EXIT

If you take the top-left exit on the sewers map, jump out of the manhole and head west, then take down a guard and steal his uniform. You can knock him out if you want a top rating, but it will put the rest of the mission under a severe time crunch.



ST. PETERSBURG: PART THREE

TAKE OUT THE GENERAL

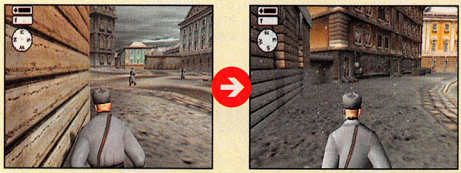
The general's conference is being held inside the Pushkin Building. Though you can try it, a frontal assault would be madness—so get to the apartment complex across the street and use the sniper rifle to adjourn the meeting.

TECHNIQUE A

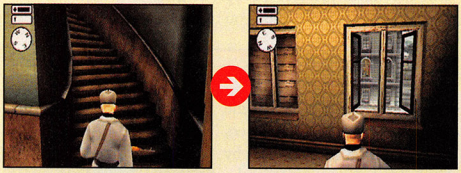
SILENT ASSASSIN

FIND A WINDOW

Keep the sniper rifle holstered and stay as far from patrolling guards as you can. If you took the top-right sewer exit, travel behind the Pushkin Building and duck over to the apartment. If you took the other exit, walk around the perimeter to the apartment. You can run as long as the guards are a fair distance away. If they get close or seem suspicious, slow to a walk and try to fool them.

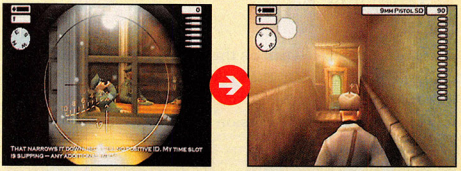


APARTMENT? COMPLEX.



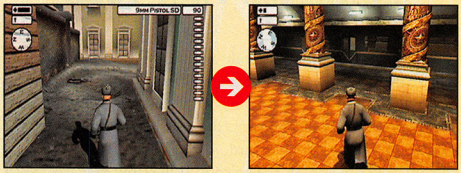
Enter the apartments through the green door at the west end of the building. Run to the back, then hang a right and take a narrow, curved set of stairs up to the third floor. Once you get there, go through two green doors and enter a room with a couch, then pass through the unlocked wooden doors to find a window.

TAKE YOUR SHOT AND LEAVE



Your target is the bald, right-handed general who drinks a lot and doesn't smoke. (Use the binoculars to get a close-up view.) He's usually sitting in the chair nearest the window, but wait for 47 to confirm that he sees the target before you fire the shot. Make sure that no one else is nearby, or the bullet may go through the general and hit the bystander. After the shot is fired, drop the sniper rifle and run out the same way you came in. If you're fast, the guards who come to investigate will miss you.

RUN, HITMAN, RUN

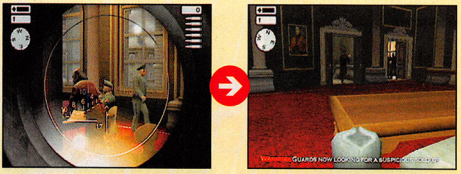


Next, return to the sewers from whence you came. You can take any manhole you like, but the easiest is the top-left one used in Part Two's Technique B. Run around the edge of the square to avoid stepping on the noisy snow. Once you're back in the train station, sneak past the guard patrolling the locker room, then run to the train.

TECHNIQUE B

THE FRONTAL ASSAULT

Take the top-right sewer path, steal a uniform and go to the Pushkin Building's backdoor. Once inside, hide behind doors (you can open a door and wedge yourself between the door and the wall) and go up the stairs to the second floor. Sneak and open the door to the meeting room, then fire at the general when the guy in the leather coat bends down. Run back to the table-filled room and hide until you can escape out the back.



BACK TO THE STATION

Once outside, run around the right-hand corner and check your map, then head for the sewer entrance with the least amount of resistance and return to the train station. It's possible to get a Silent Assassin ranking by using this strategy, but it takes a ton of guts and luck.

KIROV PARK MEETING

TAKE DOWN THE BOSS AND GENERAL

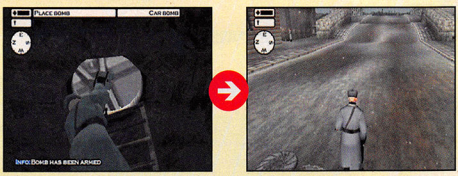
A mafia boss and a general are arriving by limo for a meeting in a park, and you must eliminate them both. You can avoid the guard at the beginning of the level or take the simple route: When the level begins, run around the right side of the lamppost to the corner of the building. Wait for the guard to pass and stop, then use the Fiber Wire or a silenced head shot, and hide the body by the trash bins.

TECHNIQUE A

SNIPER IN THE RADIO TOWER

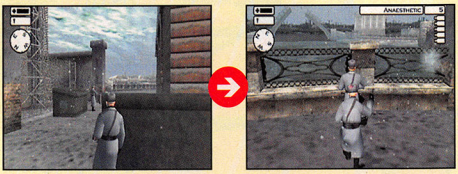
It's hard to snipe both targets, so you'll need a back up plan. Grab the sniper rifle and one car bomb from the agency package, then enter the sewers and run to the bottom-left manhole.

THE GENERAL GETS HIS



Ascend the ladder and plant the bomb on the general's limo—it will be easy, since the car is parked on top of the manhole. Climb back down and run to the sewer exit that is next-to-last on the west side of the map. You'll climb out next to a bridge and a radio tower.

THE TOWER? RAPUNZEL! RAPUNZEL!



You must eliminate the guard patrolling the radio tower, or he will hear the shot from the sniper rifle and call for backup. Head through the alleyways west of the radio tower and watch him as he patrols. Either take him out with a silenced shot or use anesthetic. You can get him at the edge of the bridge while he looks at the river. Alternatively, wait for him to move to the bridge, then run to the radio tower, pick the lock on the door and hide behind the door and a trash bin until he comes back. When he does, sneak through the door and knock him out.

A SHOT IN THE LIGHT

Wait until the two targets come into view—look for them at a point where the brick wall has crumbled and isn't as high as the rest of the wall. Since you have a bomb on the general's car, concentrate on eliminating the mafia boss. If you're really good, you can take both men out with a single shot. Aim for the head if you want the Silent Assassin rating.

MAKE GOOD YOUR ESCAPE

Once you take the shot, return to the sewers and make your way back to the manhole you used at the beginning of the level, then run to your speed-boat and escape.

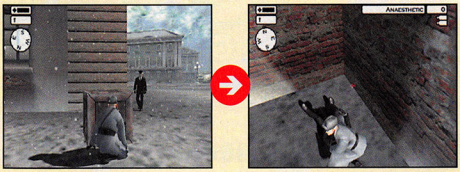
TECHNIQUE B

SILENT ASSASSIN

TWO CAR BOMBS ARE BETTER THAN ONE

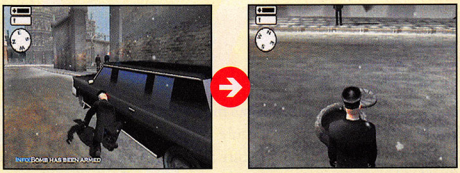
The easiest way to earn a Silent Assassin rank is to grab both car bombs from behind the trash bin, then enter the sewers. Climb the ladder and exit at the topmost manhole on the sewers map—you'll emerge behind a building near the general's limo.

GET THE DRIVER'S UNIFORM



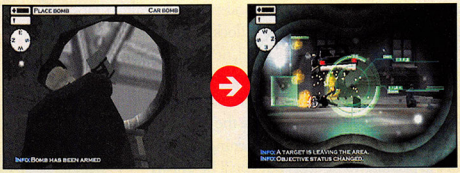
If you're quick, you can wait behind the box for the driver to go behind the building and relieve himself. Sneak up behind him and disable him with all five bottles of the anesthetic, then take his clothes and head to the limo.

SUSPICIOUS? WHO, ME?



As the driver, slowly walk up to the limo and plant the bomb. When you're finished, turn around and climb down the manhole closest to the car. You'd think that would make the guards suspicious, but apparently running amok in the sewers is normal behavior for Russian chauffeurs.

BOMBS AWAY



Run like mad for the exit at the very bottom of the sewers map. Climb the ladder and plant the second car bomb on the general's limo, then head for the manhole you initially used to enter the sewers. If you're quick, you can get there before the limo driver wakes up and alerts the targets. You'll be able to watch the fireworks from a safe spot near your boat.

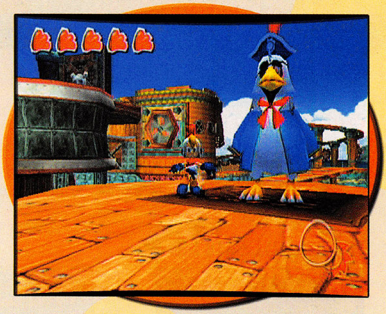
THE HIT IS ON

THREE DOWN, 17 TO GO

The next 17 missions just get harder, but you can use the strategies you learned in the first three to your advantage. Don't be afraid to run through a level once without worrying about alarms, just to get a feel for it. But don't move on from a level until you are the best—the Silent Assassin!

BILLY HATCHER™ and the Giant Egg

© SonicTeam/Sega 2003

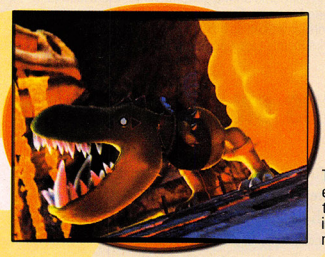


Sega breathes new life into the platforming genre with the unlikeliest of heroes—a boy in a rooster suit.

MEET BILLY HATCHER

SonicTeam has been one of Sega's most prolific GCN developers, having already released Sonic Adventure 2: Battle, Phantasy Star Online Episode I & II and Sonic Adventure DX: Director's Cut on the console. Billy Hatcher and the Giant Egg, however, is its first original creation in more than three years. Considering the team's history of groundbreaking titles, the GCN exclusive is definitely something to get excited about.

Our tale begins as young Billy Hatcher is summoned to Morning Land, a once-sunny-and-peaceful realm that's been plunged into darkness by a flock of malicious crows. If the darkness is allowed to spread, neither Morning Land nor Billy's own world will ever see the light of day again. To prevent such a catastrophe, our hero must don a legendary rooster suit and rescue the village elders capable of calling forth the morning sun. The story is peculiar to be sure, but you'll be drawn in as soon as you see Billy in action.

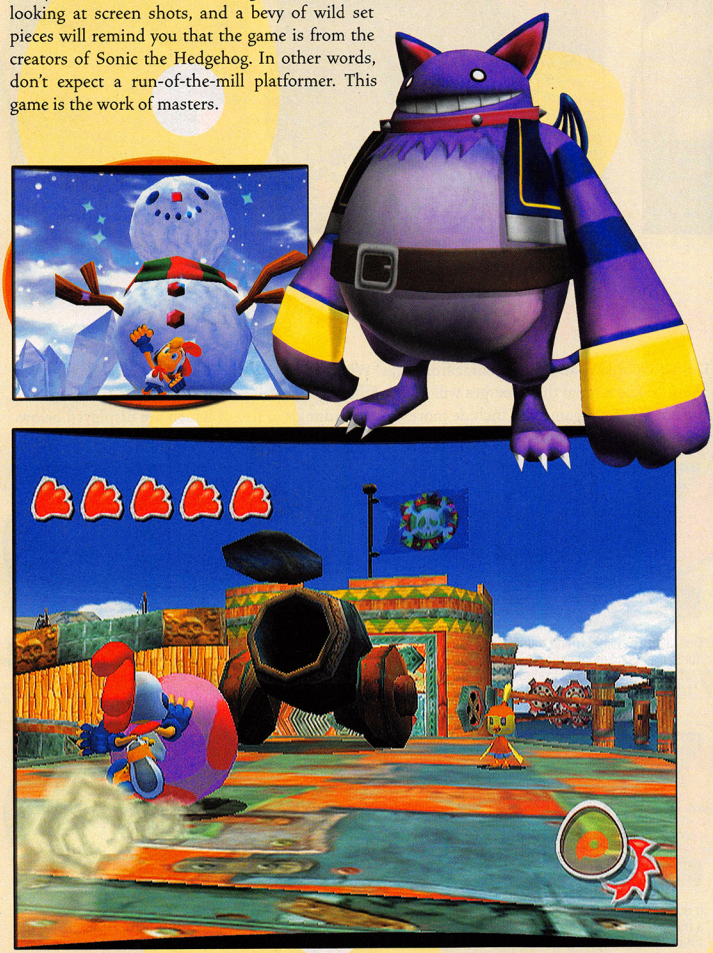


The crows that invaded Morning Land have turned themselves into huge, terrifying monsters.

AN EGG-CELLENT ADVENTURE

We'd like to apologize for the above headline. We promise that it won't happen again. Anyway, Billy Hatcher and the Giant Egg kicks off with one of the most charming introductory movies in video game history (the music that accompanies it is a riot). The rest of the game has the same sort of appeal. Billy himself is an eminently likable character, and the enemy designs have a fantastical dreamlike quality. The graphics aren't extraordinarily complex, but the wonderful art direction makes the game a joy to look at.

The adventure is divided into seven stages, each with eight diverse missions. You may have to defeat an evil, juggling circus monkey in one mission, then restore power to a giant clock in the next. At the conclusion of each mission, you'll receive an Emblem of Courage that you'll use to access later stages. The action is a lot faster than you might expect from looking at screen shots, and a bevy of wild set pieces will remind you that the game is from the creators of Sonic the Hedgehog. In other words, don't expect a run-of-the-mill platformer. This game is the work of masters.



The variety of missions in each stage is impressive. Some require you to achieve your goal within a time limit.

When you defeat an enemy, the crow at its core will fly away in a flurry of feathers.

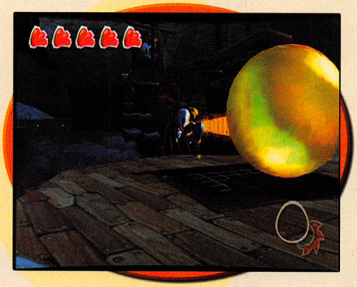
Billy's boss encounters are quite creative. You'll have to use a different strategy against each one.

It doesn't seem fair, does it? Those poor enemies don't stand a chance.

EGG BEATER

The giant eggs scattered throughout each stage have many uses. You can wield an egg like a weapon, either rolling it over your enemies or tossing it at them (it'll return to you like a boomerang). You can also bounce with an egg to get more height on your jumps or use it to propel yourself through colored rings. An egg will grow larger as you run over fruit, and you can eventually hatch it to release the animal inside (see below). Controlling the all-purpose ovoids isn't as awkward as you might think. After a few moments, in fact, it becomes second nature thanks to the superb play controls and carefully balanced physics. The egg concept adds a whole other dimension to the game play, and has allowed Sonic Team's designers to really flex their creative muscles.

Different eggs prefer different kinds of fruit. By rolling over the proper produce, your egg will grow more quickly.



Every once in a while, you'll have to send your egg on a seperate route from the one you take and reunite with it later.

ANIMAL FRIENDS

Only in Morning Land do monkeys and rhinos come from eggs! When an egg is fully grown, you can hatch it with Billy's cock-a-doodle-doo. The animal that emerges will follow Billy around, and you can call on its special power by pressing the X Button. The final game will include more than 10 animals, a few of which are displayed below. We're not sure why they're all wearing scarves.

Our favorite animal friend thus far is the flying monkey. It attacks with a stunning electrical charge.

The seal's powerful ice barrage is capable of damaging foes that are invulnerable to your egg attacks.

It doesn't get much stranger than a flying rhino that turns into a fireball.

The adorable little penguin splashes his surroundings with water and can douse flames.

Q&A WITH YUJI NAKA

SonicTeam president and legendary game designer Yuji Naka was kind enough to take time out of his busy schedule to answer a few questions for us.

Nintendo Power: How did you come up with the idea for Billy Hatcher and the Giant Egg?

Yuji Naka: I originally wanted to create a four-player game [that featured] rolling balls. However, in order to enrich the single-player experience, I thought it would be interesting to give players a sense of expectancy. Therefore, I chose eggs instead of balls so something could spring out from inside.

NP: After working on Sonic Adventure and Phantasy Star Online for the past few years, how important was it for you and the rest of SonicTeam to create something completely new?

YN: Most of the games currently being released are sequels, which I feel is not good for the gaming industry. I believe it is very important for creators to attempt something new, so I plan to continue developing new content. Although it is really hard to create new game play, I believe something fresher can always be created.

NP: How many people are working on the game, and what other titles have they worked on in the past?

YN: Around 20. Many are members of the Samba de Amigo development team.

NP: Some aspects of the game are reminiscent of NiGHTS into Dreams (for the Sega Saturn), especially the monsters. Are any of the artists who worked on that game involved with Billy Hatcher?

YN: Hmm, it may be because the art director was involved with Christmas NiGHTS. So, a similar atmosphere may have been inherited.

NP: Has SonicTeam considered doing a sequel to NiGHTS into Dreams?

YN: I am always thinking about it, but I feel the time is not right yet to actually develop one.

NP: Are there any other SonicTeam franchises that you'd like to bring back?

YN: If we have the opportunity, I want to resume work on every one!

NP: Are there any A-Life elements (such as the Chao in Sonic Adventure) in Billy Hatcher?

YN: There are none. However, since you have Egg Animals instead, do your best by utilizing them in order to achieve your goals in this world!

NP: Is there anything else you'd like our readers to know about Billy Hatcher and the Giant Egg?

YN: Adventures where you clear missions by yourself are fun, but battles with four players using the special eggs are enjoyable, too! So please experience both types of game play.

NP: You've stated in previous interviews that you really like developing games for Nintendo GameCube. What about the system appeals to you?

YN: I like Nintendo because their attitude toward games and connectivity between GCN and GBA are interesting. As for a link-up with GBA, I would like to see it realized in Billy Hatcher.

NP: Are there any genres or subjects that you have not worked on before that you might be interested in exploring in the future?

YN: Personally, I would like to develop a car game.

NP: What are some of the most important things you've learned about game development during your career? Do you approach development differently now than when you first started out?

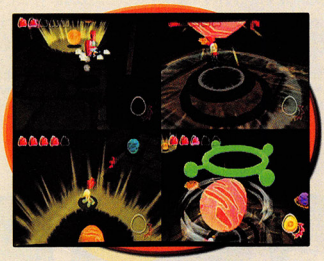
YN: My first action is to consider the sensation I want users to feel, and then convey this to the team for a shared vision. To achieve this, teamwork is important.

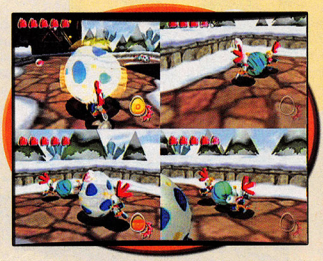
NP: What most impressed you at E^3? In what direction do you think the industry is heading?

YN: I feel that there were lots of sequels and licensed titles, and there were few fresh surprises. I'm afraid this industry will cease to be fascinating unless creators produce new ideas.

MULTIPLAYER MODES

As Mr. Naka mentioned in the above interview, the main idea behind Billy Hatcher was conceived as a multiplayer experience. Up to four players can participate in the festivities, launching eggs at each other and hatching them to acquire special items and power-ups. The battle arenas are large and multitiered, providing some excellent strategic possibilites.



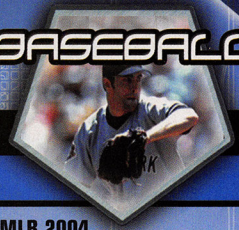


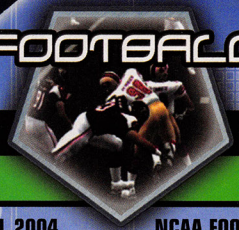
HATCHING SOMETHING SPECIAL

Needless to say, Billy Hatcher and the Giant Egg is shaping up to be one of the year's most unique and enjoyable platformers. We applaud SonicTeam for its creativity, and we hope that more developers follow in its footsteps. We'll have a full strategy review of the game next month, so stay tuned.

THE SPORTS REPORTS

IT'S A BASEBALL AND FOOTBALL SPECTACULAR AS THE SPORTS REPORTS TAKES A LOOK AT THREE UPCOMING GCN TITLES.

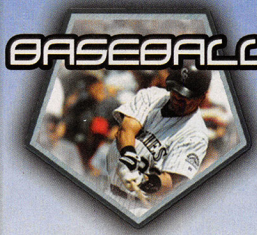




PAGE 74 — HIGH HEAT MLB 2004

PAGE 76 — MADDEN NFL 2004

PAGE 78 — NCAA FOOTBALL 2004



HIGH HEAT MLB 2004

3DO

EVERYONE E CONTENT RATED BY ESRB

There have been many baseball games over the years, but none capture the soul of the game like the High Heat series. Unfortunately, the company that made High Heat—3DO—recently declared bankruptcy, so the game's release is up in the air. If it arrives, however, you'll get a chance to play one of the best baseball sims ever created.

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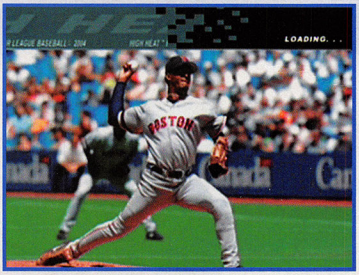
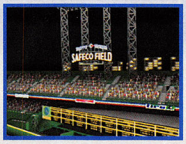
IT'S SOOOO REAL!

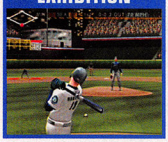




From the best basics in any game to the hundreds of tiny details, High Heat MLB 2004 is a game for the die-hard fan. The big features are a fantastic batting system and spot-on fielding control, but you also get 27 different pitches, a behind-the-pitcher camera option, a rookie draft, umpire arguments, player ejections, beanball battles, computer-initiated trades and much, much more!

A GRAND SLAM OF GAME PLAY MODES

EXHIBITION

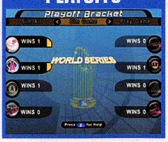


Take on another team in a single friendly game. You can play either against the computer or with a friend.

FRANCHISE

Control a team for multiple seasons. Draft players, sign free agents, manage the minors and more.

PLAYOFFS

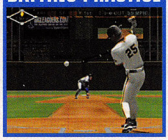


Take your favorite team to the October classic. You can set the number of games in each series.

ALL-STAR GAME

The best square off in the All-Star game. The winner gets home field advantage in the World Series.

BATTING PRACTICE

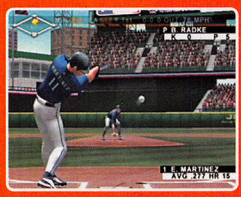


Learn the ropes in batting practice. Any hitter can go up against any pitcher in the game.

HOME RUN DERBY

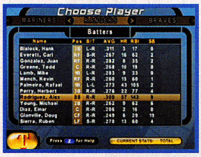
Go yard again and again in any park you like. Up to 20 players can compete for the title of Homer King.

TWO-ON-TWO SHOWDOWN NP



In Two-on-Two Showdown, one pitcher and one batter from a single team take on the same from another team. You earn points for pitching strikes, taking balls and getting base hits.

CUSTOMIZE EVERYTHING



High Heat lets you customize players—both created and pre-existing—to your heart's content. You can also tinker with all aspects of the game, including the number of foul balls, pitcher fatigue, bad umpire calls, baserunner speed, injury frequency and lots more.

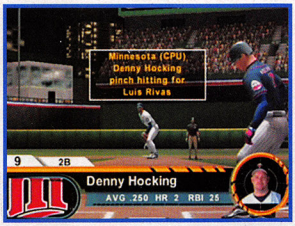
THROW ME THE WHIP!

If you're curious about a player's WHIP (walks + hits/innings pitched) or any other stat, High Heat will fill you in. You can even read the box score after every game. If you play in Franchise mode, stats will be tracked and awards handed out at the end of the season.

HIT THE MARK

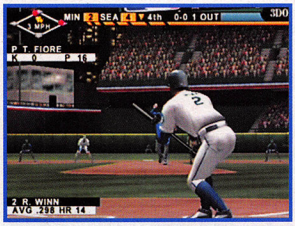
There's no clunky cursor or "power swing" meter to worry about. Just time the pitch and aim your bat at the incoming ball. If you're on the mark, you'll connect and put the horsehide in play. It's the most intuitive and easy-to-learn batting system on the market.

THE 25TH MAN



Each team has a full 25-man roster, so pinch-hitting and timely bullpen help are essential. You can even decide whether you want to warm up relief pitchers.

SMALL BALL



Lay down bunts, hit and run, steal a bag or try the old suicide squeeze. If you can do it in the real game, you can do it in High Heat. The computer AI is great, however, so be on your toes.

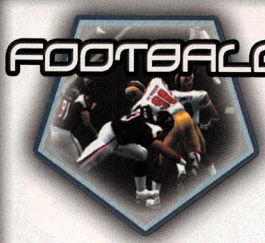
NOT THE OLD BALL GAME

High Heat MLB 2004 is a favorite around the NP office, and we're all hoping that it makes it to the Nintendo GameCube. Baseball fans of all stripes owe it to themselves to check it out.

MORE FEATURES

- Minor-league control
- Fully accurate stadiums
- Create-a-player options
- Salary cap and trades
- Realistic hitting and pitching

BASEBALL



MADDEN NFL 2004

EA SPORTS

The undisputed leader in professional football simulations has always been the Madden series, and this year's offering is no exception. Stunning visuals, unprecedented control and a gigantic playbook equal a touchdown strike for gridiron fans.

EVERYONE E CONTENT RATED BY ESRB

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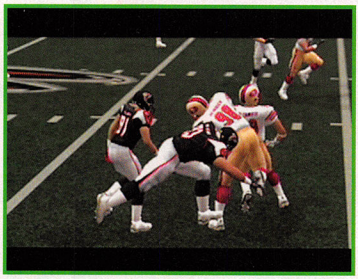
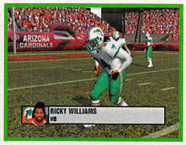
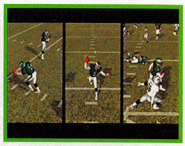
GO, TEAM, GO! BLOCK THAT KICK!





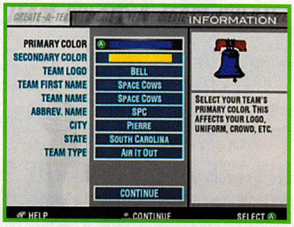


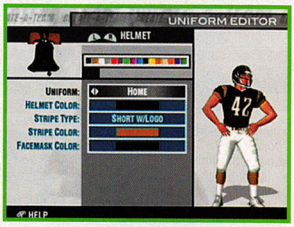
For a fun experiment, pop in Madden NFL 2004, then invite some friends over and see how long it takes them to realize you're not watching the big game on TV. The graphics are some of the best yet on the GCN, and the multiple camera angles (including a slick split-screen replay) allow you to view the action from wherever you like.

YOU'RE THE PLAYMAKER

The Playmaker option is a new addition to Madden. It allows you to make adjustments to a receiver's route before the snap, move your receivers around if your QB has to scramble shift, downfield blockers on defense and more. It adds a whole new level of on-the-fly playability, and is great for reacting to developing plays—especially against a human opponent.

B-E C-R-E-A-T-I-V-E

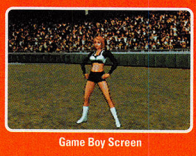




You can create both players and teams in Madden NFL 2004. If you create a team, you can designate its mascot, uniforms, home field, stadium and playbook type. You can also hold a fantasy draft to snag your favorite players from real NFL teams.

A LINK TO THE PRESENT

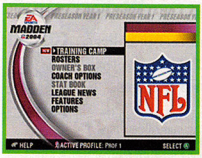
Game Boy Screen



Game Boy Screen

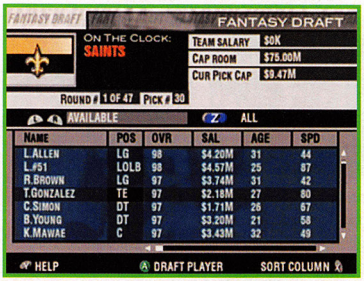
Madden NFL 2004 is coming out on multiple platforms, but ONLY the GCN version will have exclusive features. If you connect a GBA to a GCN that has Madden inside, you will instantly unlock four secret Madden Cards. You can also use the GBA during games. It functions as a scoreboard and shows lots of short, funny videos—like saucy cheerleaders and cheesy slogans.

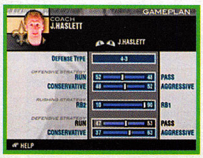
GET TO CAMP, ROOKIE!



Training Camp is more than a practice mode—it's a way to upgrade players in Franchise mode. Points earned in the nine Training Camp drills can be applied to your teammates, making them stronger, tougher and more deadly on the field.

THE FRANCHISE OF A LIFETIME



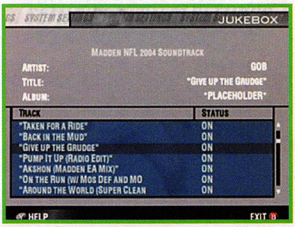


The Franchise mode has also undergone a significant upgrade since Madden 2003. In addition to drafting players and running a team year in and year out, you can now take control from the owner's box. Set concession and ticket prices, build a stadium, hire a specialized staff and more. Your off-the-field control is greater than ever!

THE PLAY'S THE THING

Hundreds of awesome plays are waiting for you. You can use the playbook of your favorite team or customize your own. You can also design plays and import them to your book. After you run a play, the camera stays on the field while you pick the next series—which lets you see what the opposing team is up to.

DROP THE BEATS

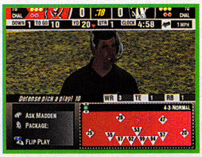


If you like your music loud and your bass thumpin', Madden has you covered. Bands and musicians such as The Roots, Gob, and Bubba Sparxxx add thrill to the menus.

HEY REF, ARE YA BLIND?!

Don't like the call? Let the ref know with a red flag! Each coach gets two challenges per half. If a play is overturned, there is no penalty. If it stands, you lose a timeout.

HELP ME, JOHN!



If you need help cracking a tough team, ask Madden for a little advice. He's always willing to suggest the right play for any situation—and in Madden 2004 he'll give you defensive as well as offensive help.

THE BEST OF THE BEST

Each year we wonder if Madden can get any better, and each year EA shows us that it can. The game is complex, but the tutorials and multiple difficulty settings make it easy for first-timers to pick up and play.

MORE FEATURES

- Realistic stadiums
- Two Minute Drill mode
- Football 101 tutorial
- Madden Cards
- Easy Play settings
- Historic teams

NCAA FOOTBALL 2004

EA SPORTS

EVERYONE E CONTENT RATED BY ESRB

Rah rah rah for the home team! Ok, so no one says "Rah rah rah" anymore. But college football is bigger than ever, and EA has matched that excitement with NCAA Football 2004. Classic teams, new stadiums and tons of extras make it a game for the ages.

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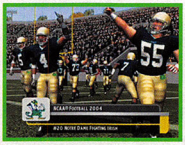
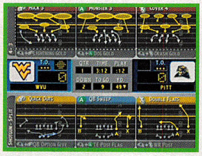
A REAL COLLEGE TOWN



Get in the game with 20 new mascots, better uniforms and player models, realistic stadiums and coaches, more detailed player entrances, tons of additional schools and over 300 (!) college-specific chants, yells and fight songs. Unless you attended some geeky liberal-arts college (like most of the NP Krew did) you're bound to find your alma mater represented.

ALL WRAPPED UP IN A NEAT LITTLE PACKAGE



College football is a wide-open, high-scoring affair compared to the pro game, and NCAA Football 2004 reflects that. You can run all manner of trick plays (including a number of variations on the option) and substitute players en masse to insert a new offensive or defensive package.

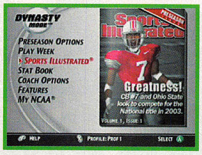
KICKING THE HABIT

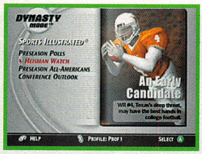
Punting, kicking and returning have all been modified and improved, along with almost all other special-teams skills. There are also 200 different plays in the book—including, of course, plenty of fake kicks.

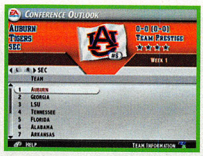
CELEBRATE!

Who cares about unsportsmanlike conduct penalties! Once you score, you can use button combos to activate different endzone celebrations. If you win a big home game, the fans may storm the field or even take down the goalposts!

DYNASTY DREAMS



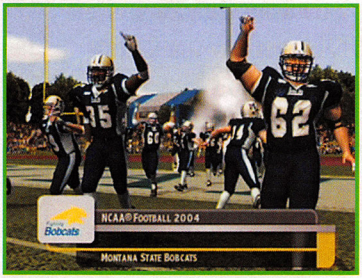




Sports Illustrated magazine has signed on to NCAA Football 2004. If you play in Dynasty mode (in which you guide a team through multiple seasons), you'll see *SI*'s picks and predictions for the Heisman Trophy, preseason rankings and final standings in each conference. If you perform like a champ, you might even end up on the cover.

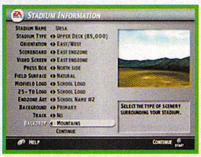
FOOTBALL

150 NEW TEAMS!



That's right, there are more than 150 new teams! Most of them are from smaller conferences such as the Southern, Gateway, Atlantic 10 and Big Sky. And though teams like the Columbia Lions and Furman Paladins might not strike fear in Ohio State, they add even more realism to the game.

KICK IT NEW SCHOOL

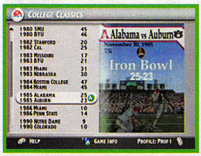


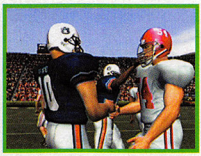
If your team isn't represented, just create it yourself! Whether you want to reproduce tiny Whitman College or invent a totally new institution, Create-a-School let's you select the location, mascot, stadium and more.

RECORD TIME

The record book holds a multitude of stats such as the longest pass, longest run and highest-scoring game. Real-world stats will be replaced by in-game ones as records fall during the season.

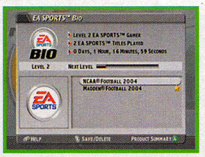
REMEMBER THAT PLAY?



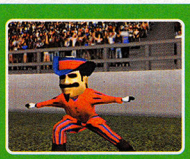


Re-create the best matchups of the last 20 years in College Classics mode. If you've always wanted to test the Boston College Hail Mary against Miami or take Ohio State to the 2002 national championship, you can try your luck in NCAA Football 2004.

THE EA SPORTS BIO



All EA Sports titles released this year will contain the EA Bio feature—a special code that unlocks items based on how many hours you have played other EA Sports games. If you play a lot of Madden NFL 2004, for example, you might unlock a secret team in NCAA Football 2004!



BOW DOWN TO NCAA FOOTBALL 2004

Whether you want to guide a college through multiple seasons or just watch a cardinal and a giant orange duke it out, this is the game for you. Novices and pros alike will find lots to enjoy.

MORE FEATURES

- Classic teams & uniforms
- Create-a-Player mode
- Rivalry games
- Trophy rooms
- Realistic stadiums
- Off-season recruiting

America's favorite prime-time family makes a return trip to the Nintendo GameCube. Smithers, release the hounds!

THE SIMPSONS™ HIT & RUN

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HAVE WRITERS? CARTOONS

The Simpsons is the longest-running sitcom in television history. and the zany antics of Homer, Marge, Bart, Lisa and the rest of Springfield's citizens have inspired dozens of video games—but none quite as ambitious or funny as The Simpsons: Hit & Run from Vivendi games. This is no cheap Krusty-Brand Imitation Game—The Simpsons H&R was created with the help of actual writers from the Simpsons TV series and features the vocal talents of the entire cast. The plot revolves around the evil Mr. Burns, who has dispatched black vans and robotic wasps to all corners of Springfield. If their peaceful town is to return to normal, the Simpsons must expose Burns to the world. Ehh-xcellent!

Worst Episode Ever!

You'll be able to visit all the recognizable sights of Springfield in The Simpsons: Hit & Run. Take a tour of the city—we'll show you some of the most famous locales and share a laugh about funny *Simpsons* episodes of yore.

The Simpson House

Over the years, the house has been a tavern, a day care and the site of multiple weddings. In the game, you can hang out in the living room.

Krusty Burger

Home of the Gelatinated Gum-Based Beverage, Krusty Burger also employs an army of squeaky-voiced teens. It may be a felony to tease the order box, but in the game you can just knock it over.

CHARACTER ACTORS

The Simpsons: H&R allows you to take control of five characters: four members of the Simpson clan and their friend, Kwik-E-Mart owner Apu. The game has seven levels (each encompassing an area of Springfield), and one character stars in each. As you travel through the game and complete missions, you'll meet up with almost every person who has ever graced the television show.

You begin the game as Homer. Once you've completed seven story-based missions, you can move on to Bart. There are dozens of objectives in each stage—and you can go back at any time, so you'll see plenty of everyone before the game is through.

The list of characters includes Chief Wiggum, Professor Frink, Cletus the Slack-Jawed Yokel, Millhouse, Nelson, Ralph, Otto, Patty and Selma, Hans Moleman, the Sea Captain, Principal Skinner, Ned Flanders and lots, lots more.

Homer

"It's not easy to juggle a pregnant wife and a troubled child, but somehow I managed to fit in eight hours of TV a day."

Bart

"I'm not lazy, I'm just . . . Lisa, finish my sentence for me."

Lisa

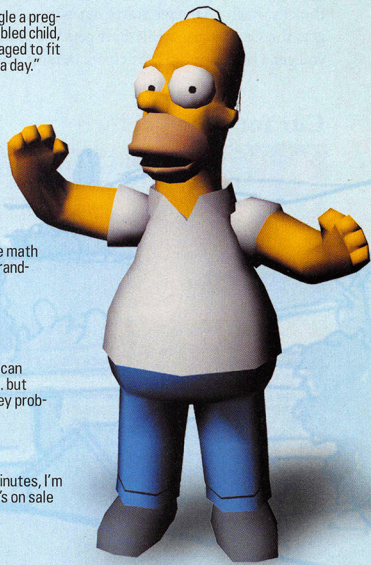
"I'm studying for the math fair. If I win, I get a brand-new protractor!"

Marge

"I guess one person can make a difference . . . but most of the time they probably shouldn't."

Apu

"For the next five minutes, I'm going to party like it's on sale for $19.99!"

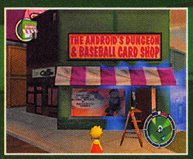


RICH, CREAMY JUSTICE

Once you begin, you can take a mission, drive like a madman, or explore the town at your leisure. There's no time limit or set mission structure—it's all up to you. Be careful what you do in your free time, however. If you destroy things or injure people, you'll activate the Hit & Run Meter. If you fill the meter, Chief Wiggum and his crack police force will chase you around the city. If they catch you, you'll have to fork over 25 coins. Don't worry—you'll earn money in a number of ways, including completing missions, wrecking cars and finding hidden items.

"I saw this in a movie about a bus that had to SPEED around the city, keeping its SPEED over 50, and if its SPEED ever dropped, the bus would explode! I think it was called . . . *The Bus That Couldn't Slow Down.*" —Homer

The Android's Dungeon



At his store, Comic Book Guy dispenses the insults instead of absorbing them. You can purchase outfits there, but don't get banned from the store!

Wall E. Weasel's

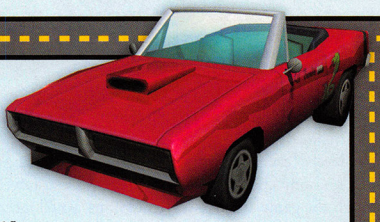
Bart once had a birthday party here during which the robotic weasel band caught fire. You can visit and see Maggie trapped in the ball room.

Kwik-E-Mart

"Who needs the Kwik-E-Mart? Let's hurl a brick-e-mart!" Hum Apu's catchy tune while you visit his rooftop vegetable garden or check out Frostillicus.

OH NO! LITTLE BANDIT!

Springfield is a pretty big place, so you'll need a good set of wheels to get around the city. Each character starts out with a familiar vehicle. Marge, for example, gets the Canyonaro, while Bart gets the Honor Roller soapbox derby car. Once you get a ride, you can participate in races and automobile-based missions.



Car for Sale

Lots of cars from the series are waiting to be unlocked, including Moe's sedan, Krusty's limo, Otto's bus and more. You can even give Mr. Plow a call or hitch a ride with his archenemy, the Plow King.

You gotta help Old Gil . . . the wolf's at Old Gil's door! Once you complete the three racing side quests in each level, Old Gil will appear and offer to sell you new cars. After you purchase a car, you can use it in any level.

Loaners

Since you've given so much to the community, it's more than happy to give back to you. If you walk up to a car and press Y, the driver will give you a ride. Sometimes you can hitch rides with famous *Simpsons* characters, such as Comic Book Guy. All of them will spout funny lines of dialogue as you drive.

Mission: Possible

Most of the missions require you to use a car to perform various tasks; others are straight-up races against the clock or other drivers.

Each level contains three special races: a one-lap race, a multi-lap rally and a lengthy checkpoint speed spectacular.

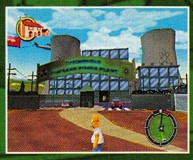
Some missions require you to ram into cars. You may need to pick up something that the car drops, or just wreck it outright.

Other missions make you follow or escape cars, race against a clock or find items. It's motorized mayhem, mayhem, mayhem!

Springfield Stadium

Home of the Springfield Atoms, the stadium is where you'll meet up with Professor Frink and eventually face off against Truckasaurus.

Nuclear Power Plant



The site of numerous meltdowns, the plant plays a large role in the game. Be sure to dodge the goo when you visit Homer's office.

Stonecutter Hall

"Who controls the British crown? Who keeps the metric system down? We do! We do." Now you too can drive through the Stonecutter's secret tunnel.

WALK? THAT WASN'T PART OF THE DEAL!

Get used to hoofing it, because you'll need to walk and run around Springfield's streets if you want to find every hidden item and special event. There are a number of things you can do only on foot, including changing clothes and talking to the numerous characters.

The Big City

The Simpsons: H&R is a huge game. You'll be able to enter backyards, climb onto rooftops, and explore people's homes.

Lookin' Good

Each playable character has three outfits that you can purchase from certain locations. All costumes are straight from the show, including Marge as a cop and Homer in his underwear. Don't you hate pants?!

Gag Order

King Talki Tiki is your god now! If you know the show like the back of your hand, you'll love all the gags in each level. Whether you're talking to Rod and Todd Flanders in their bomb shelter, knocking over Maggie's ill-constructed swingset or firing a cat from a catapult, you'll be laughing it up the entire time.

Open for Business

You aren't confined to the streets; you can enter many of Springfield's famous sights and take a look around. Subtle jokes from the show, such as boxes of Panda Chow in Moe's Tavern, will make die-hard fans very happy.

CARD CAPERS

Each level has seven special trading cards that are very well hidden. From the main menu, you can view the cards, which feature famous items from *Simpsons* episodes. Trying to find every card really adds to the replay value—and you'll unlock a fantastic prize if you claim them all.

Mr. Sparkle will banish dirt to the land of wind and ghosts. It also makes a snazzy trading card.

FUN TOYS ARE FUN!

The Simpsons: Hit & Run has immediate appeal for fans of the television show, and it's a very solid video game in its own right. The driving engine is quite good, and the developers have paid attention to the smallest detail of Springfield. With a great bunch of main missions and tons of hidden quests, the title's replay value is also impressive. Keep your eyes on the road—the game is slated to hit the Nintendo GameCube in September. Now out of the way . . . we're motorists!

Mr. Burns' Casino

You can't go into the casino, but you can drive around the outside and see all the ads for bad magic acts. Just watch out for Gamblor!

The DMV

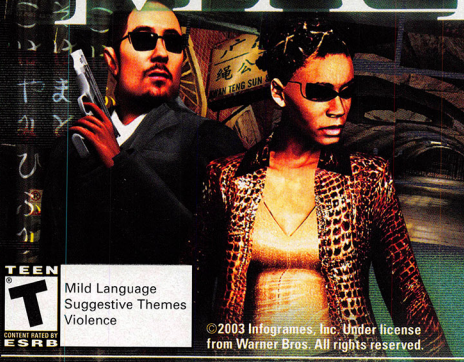
Otto has crashed his bus into the DMV, where Patty and Selma are working. Some days they don't let the line move at all—they call those weekdays!

Lard Lad Donuts

Lard Lad once came to life and destroyed the town with a giant donut. You can usually find Police Chief Wiggum nearby.

NINTENDO POWER CONTINUES THE FIGHT FOR ZION IN OUR FOLLOW-UP LOOK AT THE SUMMER'S BIGGEST HIT.

ENTER THE MATRIX®



Ghost and Niobe have picked up the *Osiris's* package and saved Axel at the airport. As the pair meets with ship captains to discuss the contents of the package and the machines' effort to attack Zion, agents arrive. The next leg of the journey begins with a scramble underground. Help the captains find the hard line.

TEEN T
Mild Language
Suggestive Themes
Violence
CONTENT RATED BY ESRB

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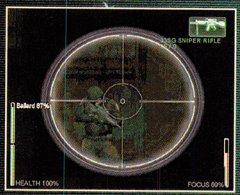
01 GHOST ABYSS

The journey through the sewers is the same for both Ghost and Niobe. You'll start by crossing ledges, climbing ladders and saving Ballard from snipers.

LEAP INTO THE DEEP SEWERS

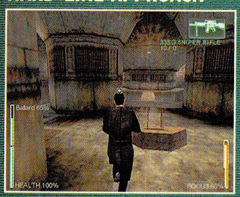
You'll have to get used to running on narrow ledges and balancing on pipes. The sewers are dangerous and deep. After you ring a large, open chamber, you'll climb up to an encounter with authorities.

SNIPER PATROL



As soon as you reach the level above Ballard, you'll be on the hook to delete the snipers who are taking aim on him. Switch to your sniper rifle and zoom in.

HARD-LINE APPROACH



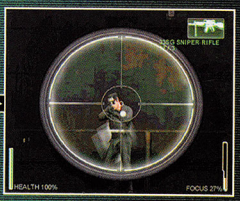
Run across the catwalk to the snipers' perch. Collect their weapons, then run to the wide walkway, where Ballard will pick up the hard line and disappear.

02 GHOST ABYSS 2

The phone will ring for a moment, then stop. There are too many snipers in the area. You must pick them off before you can safely return to the *Logos*.

CLEAR THE LINE

As soon as you climb up to the walkway, run left past the phone and look for cover from the snipers in the alcove below the ventilation fan.



Target each sniper in third-person view, then switch to first-person view, zoom in for a closer look, engage Focus and fire.

BLOW THE FAN

After you pick up the phone and learn that more captains need your help, you'll return to the walkway. Run toward the ventilation fan and press A to toss a grenade. The blast will knock out the fan blades and give you access to a tunnel.

03 GHOST PUMPED

Your mission to save the ship captains takes you to the sewer's pump room. The place is crawling with SWAT officers. Allow your health and Focus to regenerate, then come out shooting.

FOLLOW THE ARROWS AND FIRE

Sparks's Game Tracker will point you to the area's exit. Run, climb and fire at SWAT officers as you close in on your destination. Shoot at explosive barrels before you get within their blast range.

ALTERNATE EXIT

When you reach the Game Tracker goal, you'll find that the path is blocked. Climb to the lower level, then drop into a hole in a remote corner.

STEAM RELEASE

Enemies fire from above. Pick them off before they can hurt you. Push a red button to change the steam flow, then climb a ladder and look for a way out.

04 GHOST ICE AND CORRUPT

Captains Ice and Corrupt are pinned down by enemies. You must make sure they get out alive. Run straight from the start, climb a ledge, turn right then climb onto a pipe. The pipe will explode and open access to a new area.

ANCHORS AWAY

Walk up a ramp, then scale a ladder to find a gear spinning out of control. Climb to the gear's base and destroy its three anchors.

LEAP AND LEAVE

With the gear out of the way, Ice and Corrupt will make their escape. Pivot and look for a large hole. Run and jump through it to get out of the area.

05 GHOST WATERWAY

Your next task is to help Wurm in the waterway. Start by running through a network of pipes, then down a spiral staircase. Turn left when you reach the bottom.

CATCH UP TO WURM'S CAPTORS

Climb down a ladder from the catwalk and search for a flashlight, then climb back up and continue to an open waterway. Turn right, run to the end and defeat the enemies who have Wurm cornered.

RUN AND RETALIATE

After you talk to Wurm from the other side of a barrier, turn around and storm through the waterway, firing on SWAT officers as you go.

TAKE OUT A TEAM

Sparks will warn you that an entire SWAT team is headed your way. Toss a grenade into the group, then handle the survivors one-on-one.

06 GHOST WATERWAY 2

The second waterway is similar to the first one. When you get to the end, exit through a door on the left and navigate a network of narrow tunnels into the system's depths.

FOCUS AND FIGHT

Several SWAT officers will attack when you emerge from the narrow tunnels. If you have full health and Focus, you'll eliminate them easily.

FIRE DOWN BELOW

SWAT officers will fire at you from the bottom of an open pit. Circle the edge of the pit and delete the enemies before you descend.

WATERFALL RUN

When you reach the wide-open area, fire on attackers, scoot along the narrow edge to the waterfall, grab a pipe and shimmy over the gap. Take a Focused leap into a broken tunnel, then follow it to the end.

07 GHOST BREATHING ROOM

After a quiet run through a dark tunnel, you'll fight officers in a maze of narrow walkways. Eliminate enemies, grab a health pickup and drop into a hole to continue your journey.

EXPLOSIVE ATTACK

Enemies wait behind brick barriers. As soon as you see their grenades, hide. Defeat them from cover, then turn right into a narrow passage.

FIGHT AND FLY

You'll face large SWAT teams in several wide passages. Fight them off and rest often. When you reach a long gap, engage Focus and jump.

08 GHOST MALACHI AND BANE

You'll go in search of two more comrades in the middle of the sewage system. Before you step into the open area, use your sniper rifle to take aim on three patrolling guards.

ONE AGAINST MANY

Your path through the large room will lead to a pipe that you can use to shimmy to the lower area. Search for a tunnel and run to a passage where guards wait behind square pillars. Focus and fight.

09 GHOST MALACHI AND BANE 2

SWAT officers surround the remaining captains. You must provide support from a high vantage point.

TARGET PRACTICE

Climb the closest ladder, defeat a sniper and take his rifle, then target another sniper on the other side of the gap.

Malachi and Bane are under heavy fire from three directions. Use the sniper rifle to defeat all of their attackers.

CHATEAU SHENANIGANS

A quick meeting with the Key Maker will lead you to the Merovingian's chateau, where you'll battle bloodthirsty vampires and rogue programs.

NIOBE SPLITS

Niobe's fight through the first sections of the chateau is different from Ghost's. Skip to page 89 to catch up with the *Logos* captain.

PAGE 89

10 GHOST THE GREAT HALL

Follow the sounds of the piano up the stairs and down the hall. When you reach a chair, Ghost will destroy it automatically and pick up the splinters to use as wood stakes.

DON'T SHOOT THE PIANO PLAYER

When you reach the music source, the piano player will abandon his music to attack you. Fight the beast using your hands and feet. After you've weakened him, you'll stab him with a wood stake.

DEFEAT THE UNDEAD

Rogue programs take the shape of zombies and vampires. You can fight them off with hand combat and finish them by using wood stakes.

11 GHOST WEST WING

Disc 2 begins with a long battle inside the chateau. You'll often fight two enemies at once. Take care of the gun-toting enemies with a Focused disarming move (Z Button).

KUNG FU KITCHEN

The battle will spill over into the kitchen. Rest between fights to let your Focus regenerate, then take care of your opponents using Focused moves.

The rogue programs are tough. You'll need every move in the book to defeat them. After you wear them down, Ghost will finish them off automatically.

12 GHOST ATRIUM

BATTLE BREAKTHROUGH

As soon as you enter the atrium, a gun-carrying creature will shoot at you, causing windows to shatter. Engage Focus and run directly toward the enemy.

A second creature will appear while you're fighting the first one. Focus moves will allow you to take on both enemies at once and emerge victorious.

13 GHOST SECRET PASSAGE

The chateau is falling apart. As you run through a hall, the floor will break under you and you'll drop into an unfinished section. Climb the wall frame up to the attic.

THREE-FLOOR FIGHT

After you climb up one floor, a creature will emerge. Dispatch the being using Focused kicks, then continue your climb.

When you arrive in the attic, three beasts will attack, one at a time, and the room will catch fire. Stay away from the flames.

14 GHOST SECRET PASSAGE 2

Your reception with Sparks will end abruptly, but you'll catch the clue that your next destination should be the Merovingian's office. Leap across balconies and continue the fight.

GLASS AND GOONS

Your path will lead you to a series of rooms where the Merovingian displays items in glass cases. The glass will break as you fight off more attackers.

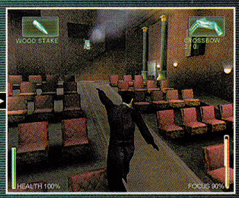
Creatures will double-team you. Disarm the armed enemies and fight them until they're finished, or just knock them down and move.

15 GHOST MEROVINGIAN'S OFFICE

You'll find a crossbow and a ringing telephone in the Merovingian's office. Sparks, on the other end of the line, will tell you that your partner needs help.

MORE ROOMS, MORE MONSTERS

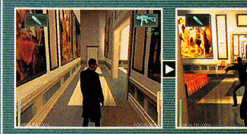
Wherever you go, bloodthirsty creatures are close by. One-on-one fights are good practice. Try countering moves by pressing the Z Button.



You'll break into a private screening room. After two creatures join you, fight them off then leave the way they came in.

16 GHOST GARAGE HALLWAY

FIGHT OR FLIGHT



The Garage Hallway section is a series of rooms that two creatures populate. You can choose to fight them or just run to the end and continue to search for your partner.

17 GHOST GREAT HALL RETURN

The game's shortest section brings you back to the entrance. Walk through an open doorway and prepare for a long movie sequence in which your character meets Persephone.

18 GHOST THE DUNGEON NP

Following a fight against two of the Merovingian's men, you'll gain access to a large arena where you'll battle Cujo. Let your Focus build, and hit him with powerful punches.

BEWARE OF THE DOG

Werewolf Cujo is one mean mongrel. Run from him when your Focus is regenerating, then turn and fight. He bites—try to keep him at arm's length.

Halfway through your battle, Cujo will hop out of the arena and send other monsters in to fight for him. Defeat them quickly and return to the main event.

19 GHOST CAIN AND ABEL

You'll find your partner in a dungeon cell. Pick up your comatose comrade and head for the exit, but be prepared to fight two more of the Merovingian's werewolves.

PRISONER RESTRAINT

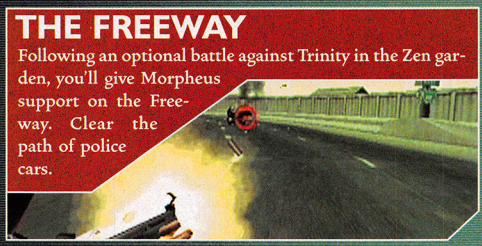
You'll set your partner down to fight Cain and Abel. Knock the creatures into the prison-cell bars. The prisoners will grab the beasts, allowing you to make your escape. Follow the Game Tracker to the end of the level. If you're controlling Niobe, your journey will continue on page 90.

UNDER THE CITY

As Niobe drives, you must fight off the pursuing twins. You will have a strong chance for success by looking straight ahead and not taking shots.

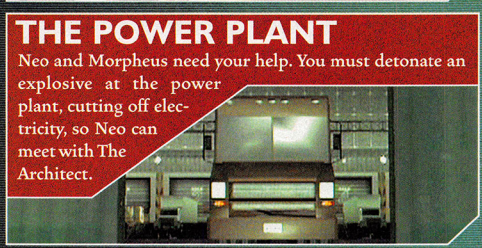
THE FREEWAY

Following an optional battle against Trinity in the Zen garden, you'll give Morpheus support on the Freeway. Clear the path of police cars.



THE POWER PLANT

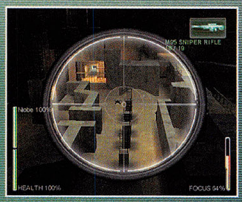
Neo and Morpheus need your help. You must detonate an explosive at the power plant, cutting off electricity, so Neo can meet with The Architect.



20 GHOST REACTOR CONSTRUCTION

Follow the Game Tracker into the reactor construction site and take out guards as you go. You'll meet Niobe inside.

REACTOR CLEANUP



After you talk to Niobe then turn off the generator's power, you'll support your partner from above with sniper fire. Zoom out to find the guards, then zoom in to take your shots. When the area is clear, you'll climb to another area and fire on more attackers.

21 GHOST REACTOR CONSTRUCTION 2

The guards know where you are. You'll fight many of them simultaneously as you tour the construction site. Find cover, let your health and Focus regenerate, then fire when ready.

CENTRAL HEAT

As soon as you enter the open area, guards in the center will greet you with gunfire. Engage Focus, move along the path on the edge and escape.

REACTOR STANDOFF

When you get close to the end of the area, you'll fight another large group of guards. Hide behind pillars, then pop out and fire with Focus engaged.

22 GHOST NUCLEAR SHIPPING

Turn left from the start, climb to the top of the closest eighteen-wheeler and subdue the sniper who waits near the cab. Enter the building and use grenades to clear the catwalks.

23 GHOST TRANSFORMER FIELD

Defeat a trio of guards in the large room, then follow Sparks's Game Tracker to the structure in the center of the room.

LAUNCHER PAD

When you reach the top of the structure, push the control-panel button to release the GP-25 Launcher, a fire extinguisher that you can use as a weapon.

GUN AND GO

Exit the large room and run through the hall. Guards will appear from the side rooms. Delete them quickly, then continue to another transformer field.

24 GHOST TRANSFORMER FIELD 2

The Transformer Field 2 section is a maze of ramps and tanks. Follow the Game Tracker through the maze and defeat guards using Focused moves.

25 GHOST NUCLEAR WASTE SECTOR

The nuclear waste sector is loaded with red-and-white flammable containers. Use grenades or gunfire to destroy the containers and everything in their vicinity, but keep your distance.

26 GHOST NUCLEAR WASTE SECTOR 2

The second Nuclear Waste Sector section begins where the first one ended. Continue your forward movement, rest often and target enemies from cover.

27 GHOST CORE CONTROL ROOM

While Niobe climbs the core, you must back her up with sniper fire. Zoom out to look for enemies, then zoom in and fire. SWAT teams will attack your position, too. Fight them off.

28 GHOST CORE CONTROL ROOM 2

Another SWAT team will enter the control room. Follow the Game Tracker to the next floor down and defeat the officers. When an Agent appears, kick him into a sparking server.

NIOBE AT THE CHATEAU

While Ghost heads for the roof, Niobe will search for the Key Maker. There are enough monsters in the building for both of them to fight.

01 NIOBE GREAT HALL

The Great Hall section is a cinematic sequence that shows Niobe and Ghost splitting up. Niobe's path will be the same as Ghost's path once she reaches the Merovingian's office.

02 NIOBE SHADOWS

The Shadows section has very little game play. After you guide Niobe through a long hall, Vlad will appear from the shadows, knock Niobe out and take her to the attic.

03 NIOBE THE ATTIC

The action heats up in the attic. After Niobe escapes from her bonds, you must guide her through a fight against three of the Merovingian's men and the intense vampire, Vlad.

ATTIC ATTACK

You'll fight a lone monster, then a pair of them. Use punches and kicks to weaken them. Once they're low on health, Niobe will finish them using a wood stake.

Your health will not regenerate during the battle, but your Focus will. Nevertheless, try to save your Focus for your fight with Vlad.

BLOODTHIRSTY BATTLER

Once you dispatch the three attic-dwellers, Vlad will challenge you to a battle. Use Focused moves to fight him and run from him while your Focus is regenerating.

Vlad will cut the battle short and disappear. Don't despair. You'll have a chance to fight him again soon. In the meantime, escape from the attic.

04 NIOBE PERSEPHONE'S BEDROOM

You won't be able to escape Persephone's bedroom right away, but you will have access to her walk-in closet. After you emerge from the closet, Vlad and two henchmen will attack.

VICTORY OVER VLAD

Once you defeat the henchmen, Vlad will attack you. Engage Focus and hit him with your strongest moves. Stun him with punches, then kick him away.

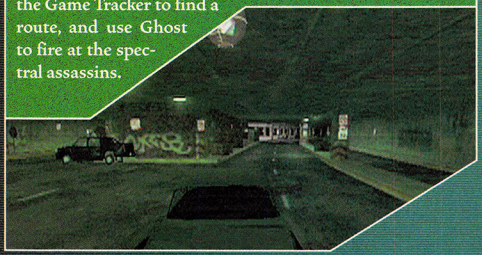
When your Focus depletes, you'll have a hard time connecting with your attacks. Run from Vlad and let your Focus regenerate before you fight him again.

PATHS CONVERGE

Niobe's path through the chateau is identical to Ghost's once you reach the Merovingian's Office section. See page 87 for strategies.

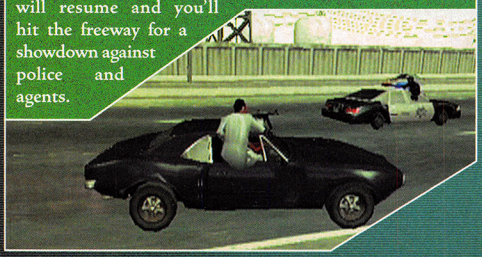
UNDER THE CITY

The twins will be hot on your trail in a tunnel chase. Follow the Game Tracker to find a route, and use Ghost to fire at the spectral assassins.



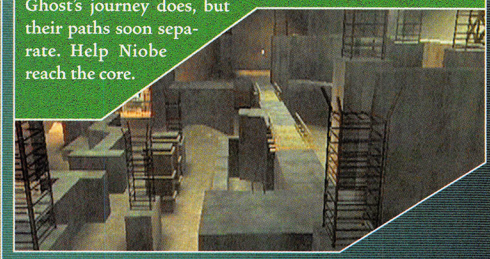
THE FREEWAY

Following some significant movie scenes, game play will resume and you'll hit the freeway for a showdown against police and agents.



THE POWER PLANT

Niobe's power-plant journey starts in the same way that Ghost's journey does, but their paths soon separate. Help Niobe reach the core.



05 NIOBE REACTOR FOUNDATION

Follow the Game Tracker to the middle of the reactor construction site. After you meet with Ghost, climb into the pit and draw out the snipers so Ghost can take aim on them.

06 NIOBE REACTOR FOUNDATION 2

Guards are waiting for you in the construction site's dark lower reaches. Hide often to let your Health and Focus regenerate, then attack using Focused moves.

07 NIOBE NUCLEAR SHIPPING

You'll start the Nuclear Shipping section inside an office, but the action will soon spill into a loading area, then a warehouse. Take out enemies as they appear.

SNIPER HOLD

Climb to the top of the truck in the loading area and subdue the sniper on the truck with a choke hold. Jump off the truck and battle two guards. One will drop grenades.

WAREHOUSE WAR

Throw grenades under the catwalks to knock out the shielding, then fire on the exposed guards. If the guards get close, use Focused combat moves to defeat them.

08 NIOBE TRANSFORMER FIELD

You'll fight three very aggressive guards in the large, open room. After you've defeated them, climb the central structure to collect the GP-25 Launcher.

09 NIOBE TRANSFORMER FIELD 2

You'll engage in a brutal battle with SWAT units in an industrial maze. Take your time and proceed cautiously.

10 NIOBE GENERATOR TURBINES

You must reach the generator control room to unlock the path to the core. Take out snipers, then run to the room.

TROUBLE BREWS BELOW

At the beginning of the section, switch to first-person view and aim at the sniper one floor below. Drop, then aim at three more snipers across the way.

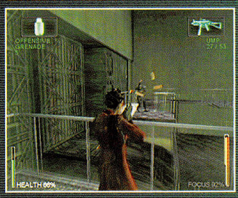
DESCEND AND DASH

Once all of the snipers are down, you'll have a clear path to the control room. Climb to the ground level, then hurry to the control room.

11 NIOBE GENERATOR TURBINES 2

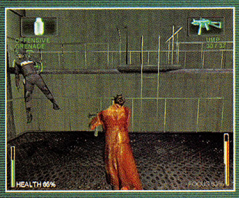
Sparks will tell you to find Generator 1. Run down the long hallway until you reach Door 1. Enter it and climb the generator to the control panel, then plant an explosive.

ENEMY ALERT



The generator area is loaded with SWAT officers, and places to take cover are sometimes hard to find. Tough it out and engage Focus for better weapon accuracy.

PLANT AND MOVE



As soon as you plant the explosive, several SWAT officers will assault you. Move from Room 1 all the way through to Room 5 and fire on your enemies as you go.

12 NIOBE CORE CONTROL

The Core Control section is a cinematic sequence. You'll learn that you must plant another explosive in the reactor core. Ghost won't like it, but it's the only way to guarantee mission success.

13 NIOBE THE CORE

While Ghost provides sniper support from the control room, you must fight along the walkways that surround the core then climb to the top of the core itself.

14 NIOBE AGENT ESCAPE

Several agents are on their way. You have only seconds to escape before they catch up to you. Scan for exits, defeat enemies that stand in the way and keep moving.

SWAT STOP

Following a run through one of the air vents, you'll battle several officers at once. Fight and run.

EXPLOSIVE RUN

You'll take an elevator up to a hall that is lined with explosive tanks. Run for the window.

NEWS FROM THE ORACLE AND MORE BATTLES AHEAD

With the power plant out of the way, your next destination is a meeting with The Oracle. You must best Seraph in hand combat before he'll stand aside. Your reward for victory is a revealing film sequence and a longer adventure.

Harvest Mooooon! HarvestMoonHarvestMoonHarvestMoon!!! Are we excited? Boy howdy are we! It's a Harvest Moon hoedown in Epic this month as we provide the first peek at Natsume's newest GBA creation. We'll also crack open the Epic Mailbag and see what's on your mind.

EPIC FORUM

Adam Carey: First, I would like to say what a wonderful game Golden Sun: The Lost Age is. But now to my question: If you don't transfer the Golden Sun data when they ask for it in the beginning of the game, can you do it later? Thanks.

EC: Heck yeah, it's a wonderful game! We're happy to report that you can transfer data from the original Golden Sun at any time—until you complete the Jupiter Lighthouse. Once Isaac, Garet and the rest of the Golden Sun originals join Felix's party, you won't be able to import the data.

Chase Juza: I'm having trouble with Golden Sun: The Lost Age. I'm on the part where Sheba uses Whirlwind on the stones. She knew Whirlwind in the beginning of the game, but for some reason she doesn't know it any more. Is there a bug in my game?

EC: No bug, just Djinn. A character's Psynergy will change when he or she equips Djinn—so you probably gave Sheba a Djinn combination that removes Whirlwind from her Psynergy list. Since it is a spell that she knows from the beginning of the game, you can have her use it by placing all her Djinn on Standby. That will allow you to use Whirlwind without trading Djinn back and forth. Also note that a character's Djinn determine his or her class—an important feature of the game. For a complete list of classes and how to get them, check out Epic Center in NP Volume 169.

Zeldanoid14: When I was reading *The Neverending Story* by Michael Ende, I noticed a character named Ilwan who is a blue Djinni. I don't play Golden Sun, but my friends do and I've heard them talking about Djinn before. Did the Golden Sun Djinni come from *The Neverending Story*?

EC: You DON'T PLAY Golden Sun? Begone! Oh, OK, we'll answer the question. Djinn is a name that has been around for quite a while. In mythology, it means a fairy- or pixielike being, but the word can also be used for a genie. The Golden Sun Djinni may share the name, but they are altogether different creatures.

Blake B.: I am a big fan of real-time strategy games such as the Command & Conquer series, and I was wondering if there were any plans for RTS games on either the Nintendo GameCube or Game Boy Advance. I enjoyed Advance Wars, but it wasn't the same as an RTS.

EC: We love RTS games, too, but most of the time they are released on PCs instead of consoles. There is some good news, however. The 3DO Company plans to release Army Men RTS on the GCN. It's a real-time strategy game featuring small plastic soldiers—very different from other Army Men titles and also a ton of fun. The RTS elements are very well done, the enemy AI is bright and there are a boatload of missions. Additionally, Jaleco is releasing Goblin Commander: Unleash the Horde this fall. The title is from Ron Millar—a cocreator, of both WarCraft and Diablo—and features strategic elements combined with a lot of action. We're hoping to head down to Boulder, Colorado, and speak with Mr. Millar and his team (which includes his brother Chris) in the next couple of months. Keep your eye on Epic for more information.

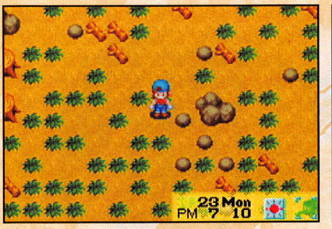
EPIC PREVIEW

HARVEST MOON
Friends of Mineral Town

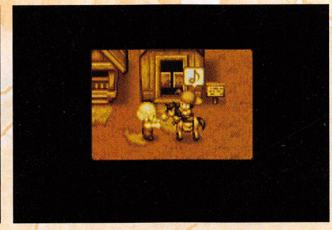
Natsume has two exclusive Harvest Moon games due in October—one for the GCN and one for the GBA—and we just can't wait! We're planning extensive coverage for both titles, but this month the focus is on the GBA version—Harvest Moon: Friends of Mineral Town.

GOING DOWN TO MINERAL TOWN

What is Harvest Moon: Friends of Mineral Town? Part RPG, part strategy and part communication game, it puts you in the role of a small-town farmer. As you work through the game, you'll grow crops, make friends, start dating and more. What makes the game so compelling is a strong sense of style and the amazing open-endedness. Do you want to be a ladies' man and date every girl in town? You can do that. Do you want to be a greedy landowner and ignore the well-being of your friends and animals in a quest for money? (How rude!) You can do that, too. The world is totally in your hands, and it can be as friendly or as grumpy as you want it to be.



When Harvest Moon: FOMT begins, you will arrive on a run-down farm that was left to you in a will. It's going to take a lot of work to get the place in shape.



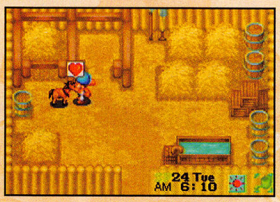
The old man who bequeaths the farm to you was a family friend that you met as a boy. Your memories of time on his farm are all happy ones.

The landscape changes as you progress through the seasons. Trees lose their leaves, snow falls and different crops grow.

DOWN ON THE FARM

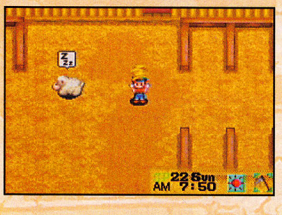
The farm is your base of operation. It's where you live, sleep and work—assuming you choose to work, that is. Once your farm gets up and running, the money will come pouring in, allowing you to expand the business and acquire new kinds of fruits, vegetables and livestock. If it seems like a lot to handle, don't worry. There's plenty of time in the year to get everything done, and certain neighbors are willing to lend a hand.

The Animal Kingdom

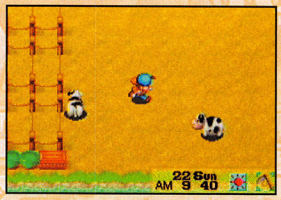


The first animal you'll acquire is a horse. The little fellow is given to you by a fellow farmer who doesn't have time to take care of him properly. Though he's small and sickly at first, you can nurse him to health and eventually use him as transportation around the farm. You can also enter the horse in local races.

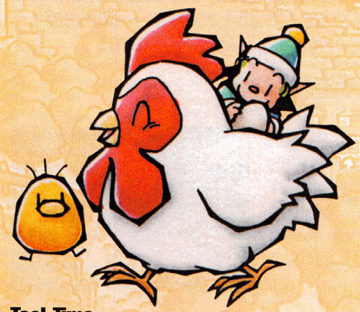
Chickens are inexpensive and a good source of cash. You can sell their eggs to the locals to make a quick profit, or incubate them for a few days to hatch more chickens. The water wheel at your house also allows you to turn corn into chicken feed, which makes the foul even easier to care for.



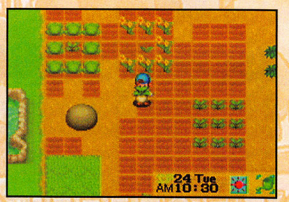
Sheep provide wool, but you can shear them only every few days. High-quality wool will sell for a large profit, and you can also use it to woo the ladies. They're not the most cost-effective animals, but their round, fuzzy bodies are pretty cute.



Cows are the big guns of Harvest Moon as you can sell their milk at a huge profit. Happy animals will give better-quality items (milk, eggs, etc.), so you'll want to spend time talking to them and brushing them every day.

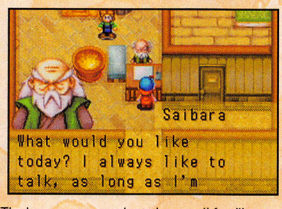


Tops of the Crops

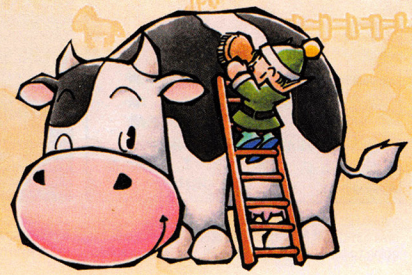


There are loads of different crops for you to plant and harvest. Familiar fruits and vegetables like turnips, potatoes and cabbage are joined by cucumbers, pineapples, green peppers, sweet potatoes and eggplants.

Tool Time



You'll need specialized tools to work the land. The hammer, axe and scythe are all familiar, but the upgrading system has changed from the N64 days. Once you've used a tool enough, you can take it to the blacksmith and pay him to upgrade the implement.



A SOCIAL LIFE

Making money is all well and good, but it won't mean anything unless you have friends to share the good times. There are more than 40 characters in Harvest Moon: FOMT (including a large band of gnomes). If you want to get the most from the game, you'll have to spend time talking to people, participating in events and giving gifts to your neighbors. Fans of Harvest Moon 64 will notice that some relationships have changed.

Plenty of Character

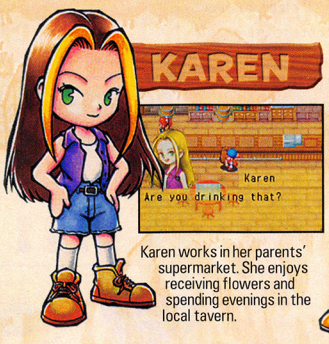
The personalities of the NPCs play a large part in the game. Even the grumpy ones will eventually come out of their shells if you're nice enough.

You can make characters like you more by giving them gifts. If you give them a bad gift (like a bug), they may become displeased.

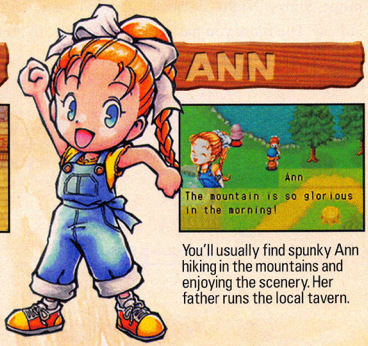
Natsume has added a handy meter that lets you know if your gifts are appreciated. If you give a bad gift, the meter might not be necessary!

The Dating Game

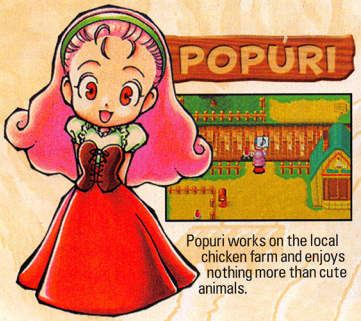
Enough of the townspeople—let's get to the girls! There are five young women in town whom you can woo (and rumors of a secret sixth character), and each has her own set of likes and dislikes. You'll have a rival suitor for each girl, so if you don't act quickly to secure the heart of your one true love, some chump may muscle in and steal her away. If you do well at dating, you will be able to marry the girl and start a family. Again, dating is completely optional—you can live a lonely bachelor's life and just work the farm if you so choose.



Karen works in her parents' supermarket. She enjoys receiving flowers and spending evenings in the local tavern.



You'll usually find spunky Ann hiking in the mountains and enjoying the scenery. Her father runs the local tavern.



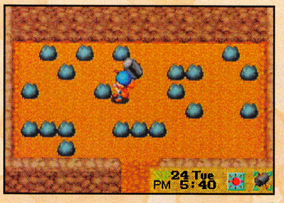
Popuri works on the local chicken farm and enjoys nothing more than cute animals.

Shy Mary is into books and . . . well, books. She works at the Mineral Town library.

Elli is quiet and hard-working, much like her mother. She works in the medical clinic as a nurse.

SEE THE WORLD

All work and no play makes Jack a dull boy! There's lots to see and do in Mineral Town. When you're not engaging in back-breaking labor or trying to land a wife, take a moment to enjoy your leisure time. You can dig for precious minerals in the mine, watch a little television, try your luck at fishing or just hang out in the tavern swapping stories with the locals.



Mining is more than a temporary diversion—it's also a good way to make money and the only way you can upgrade your tools (you must bring certain ores to the blacksmith). It's tough work, however, so you'll want to be prepared with some food and herbs to restore your stamina.

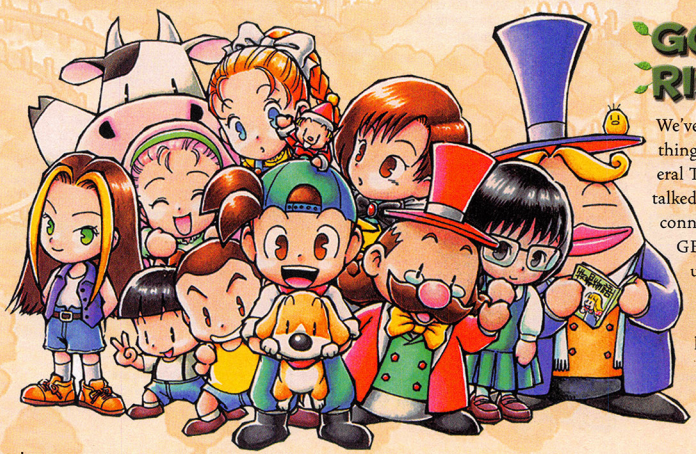
After a long day of toil, nothing beats a relaxing dip in the hot springs. In addition to making you feel like a million bucks, the springs will restore lost energy, allowing you to go back to work after you dry off.

HAPPY HOLIDAYS!

Sometimes the Mineral Townspeople likes to get together for a good old fashioned hootenanny. Each season has three or four events that bring folks together—such as spring planting festivals, summer beach parties, fall harvest parties and winter's infamous Starry Night Festival (which is a GREAT place to meet ladies). The more you participate in events, the more townspeople will think highly of you.

Horse racing brings the town together for a sporting good time, not to mention a little wagering. You can either pick a horse and cheer from the sidelines or enter your own steed in the race.

The beach party is a chance to get out in the sun and enjoy yourself. You can toss the flying disc around for your trusty pooch or take a dip in the ocean.



GOOD MOON RISING

We've given you just a taste of all the exciting things that Harvest Moon: Friends of Mineral Town has to offer. And we haven't even talked about one of the best new features—connectivity! If you connect the GCN and GBA Harvest Moon games, you can unlock new events and new games, and even have characters visit from one town to the other. If you aren't a die-hard farming fan yet, take the opportunity to discover the series and see what all the fuss (and fun!) is about.

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Heavily armed renegade racing on 29 interplanetary tracks.

ROCK 'N ROLL RACING

The Blizzard classic. Now on Nintendo Game Boy® Advance.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

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FINAL FANTASY TACTICS ADVANCE

You supply hundreds of hours. We supply the most epic GBA quest ever—plus the latest in Nintendo gear!

flame

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ENTER TO WIN!

1st Prize 5 WINNERS

We'll send you into the battle of a lifetime with all the right equipment. No matter where you are, you can devote your days to Final Fantasy Tactics Advance on the run with either the new Onyx or Flame GBA SP, or your TV with the Game Boy Player—we'll even throw in Nintendo GameCube to plug it into. We'll also provide a Nintendo GameCube Game Boy Advance cable so you can battle and trade with other FFTA players.

2nd Prize 15 WINNERS

You'll win a copy of Final Fantasy Tactics Advance—plus an Onyx or Flame GBA SP. What better way to play the coolest GBA quest ever?

3rd Prize 50 WINNERS

Garb yourself in Nintendo Power with our mighty T-shirt (Defense, magic resistance and status-nullifying effects not included).

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Official Sweepstakes Rules

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out and mail in the Player's Poll entry form or print your name, address, telephone number and the words "Final Fantasy Tactics" on a postcard, and mail the entry to this address:

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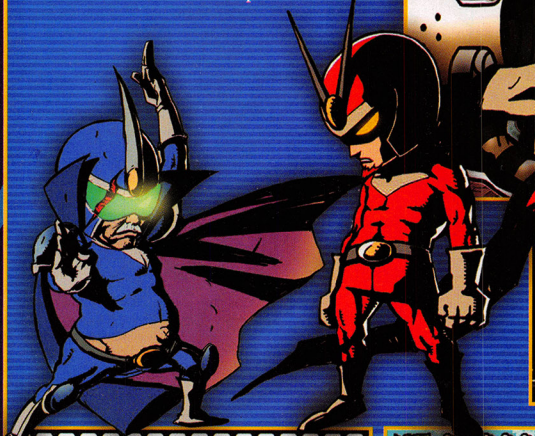
One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 9/1/03 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 9/15/03, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 10/15/03. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 70 will win a prize. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or after 10/15/03 a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: Five (5) Grand Prize winners will each receive their choice of an Onyx or Flame Game Boy Advance SP video game system, a Game Boy Player, a Nintendo GameCube video game system, a Nintendo GameCube Game Boy Advance cable and a copy of Final Fantasy Tactics Advance for the Game Boy Advance. Approximate Retail Value ("ARV") of Grand prize package is $345.00 each. Second Prizes: Fifteen (15) Second Prize winners will each receive their choice of an Onyx or Flame Game Boy Advance SP system and a copy of Final Fantasy Tactics Advance for the Game Boy Advance, ARV: $135.00 each. Third Prizes: Fifty (50) Third Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 45 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2003 by Nintendo of America Inc.

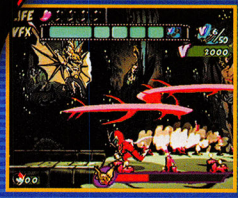
Spotlight on CAPCOM®

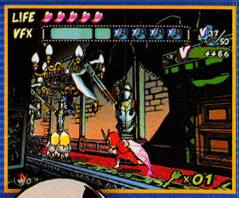
Nintendo Power recently got a sneak peek at Capcom's upcoming GCN and GBA lineups—to say we came away impressed would be a big understatement. The publisher's talented development teams are busy crafting some of the most innovative titles we've seen all year.

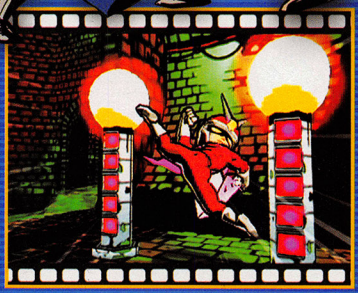
Viewtiful Joe

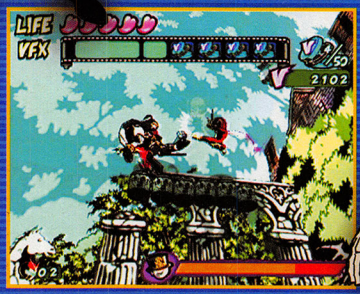
Perhaps *the* most innovative title in Capcom's arsenal is Viewtiful Joe. The side-scrolling action game has personality to burn, and it combines a unique hand-drawn visual style with some creative new game-play ideas. Joe can slow down and speed up time, which affects not only him and his enemies, but the environment as well. You can check out a playable demo of the game on the Nintendo GameCube preview disc.

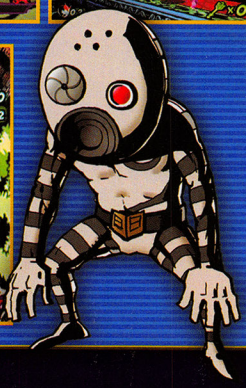












P.N. 03

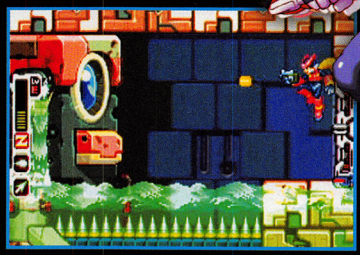
Meet Vanessa Schneider, the most stylin' mercenary in the galaxy. Directed by Resident Evil mastermind Shinji Mikami, P.N. 03 is a third-person action-shooter in which you must use Vanessa's dancelike dodge moves to evade enemy fire. By destroying consecutive opponents within a certain time limit, you'll earn points that you can use to purchase new battle suits and abilities. The controls are a bit awkward at first, but once you get acclimated you'll be hooked.

Onimusha Tactics

Capcom's popular samurai franchise makes its GBA debut this fall with an all-new tactical strategy game. On your epic quest to defeat Nobunaga and his army of Genma demons, you'll assemble a diverse group of allies, learn new soul abilities and even run into a few familiar faces. The game's unique setting sets it apart from other entries in the genre.

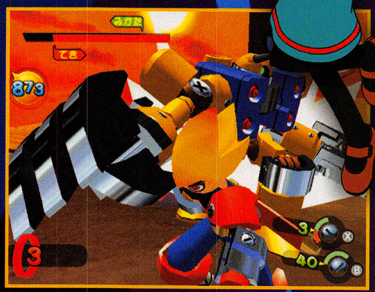
Mega Man Zero 2

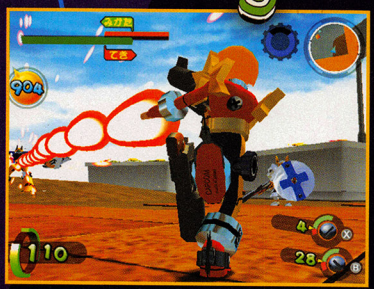
There is a number of new Mega Man titles coming out this year to celebrate the Blue Bomber's 15th anniversary, but the one we're looking forward to most is Mega Man Zero 2. The sequel to one of last year's best GBA action-adventure games, MMZ2 sports beautifully detailed hand-drawn graphics, incredible animation and the challenging game play we've come to expect from the series. Zero has a number of new weapons and abilities at his disposal, including a Chain Shot that he can use to swing from platform to platform.



Gotcha Force

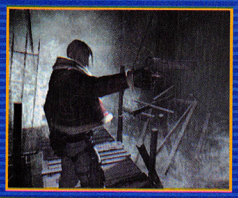
Capcom's over-the-top 3-D shooter features more than 100 unique toys—from a speedy ninja to a massive, fire-breathing dragon—that you can choose from to build the ultimate pint-sized fighting force. You can also combine certain toys to form a larger, more powerful action figure capable of obliterating everything in its path (think Devastator). Gotcha Force is intended as a party game, and the frenetic action is best experienced with four players.

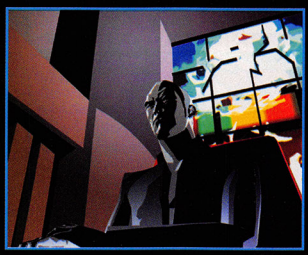




Resident Evil 4

Much of Resident Evil 4 is still shrouded in mystery, but what we've seen of the game so far is enough to make our mouths water. The environments are rendered in real time to allow for dynamic camera movement, and the lighting effects simply must be seen to be believed. Shinji Mikami's team is doing some amazing things with the Nintendo GameCube hardware.





Killer 7

Killer 7 may be even more of an enigma than Resident Evil 4. The game's protagonist, Harman Smith, is a wheelchair-bound assassin who possesses seven personalities (hence the title). Described by Capcom as a postmodern action-adventure, this visually stunning GCN exclusive is sure to make an impact when it arrives early next year.

Auto Modellista

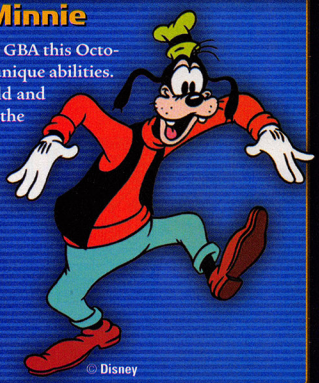
Capcom's cel-shaded racer is coming to GCN this fall with over 60 licensed cars from a variety of manufacturers, including Nissan, Mitsubishi and Acura. The Garage Life mode allows you to customize nearly every aspect of your automobile before taking it out on the racetrack to compete. Don't let the cartoon-style visuals fool you—Auto Modellista is a serious driving sim.

Disney's Aladdin

Aladdin and his mischievous monkey pal, Abu, are bringing their Super NES classic to the Game Boy Advance in January. The beloved platformer looks to have made the transition without a hitch, and Capcom promises that an all-new bonus stage is being added to the end of each level.

Disney's Magical Quest 2 Starring Mickey & Minnie

Speaking of classic Super NES platformers, Disney's Magical Quest 2 will also appear on GBA this October. The game features three costumes, each of which bestows Mickey and Minnie with unique abilities. Expect to run into some of your favorite Disney characters as you play, including Donald and Goofy. We'll have more on Magical Quest 2 and the rest of Capcom's stellar lineup in the months to come.



© Disney

Pokécenter

Pokémon Ruby Version

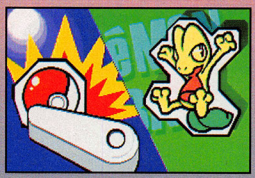
Pokémon Sapphire Version

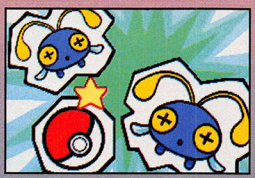
After last issue's Pokécenter blowout, the mail flew in faster than a Carbos-fed Swellow clutching a Quick Claw. With all the Pokémon games in the works, you told us you wanted more secrets, more TCG coverage and more news. Ask and you shall receive!

WHAT AN EVOLUTION!

Pokémon Pinball: Ruby & Sapphire

At last, it's time to retire your copy of Pokémon Pinball for the Game Boy Color. The most addictive game in the history of handheld pinball has been our constant companion since 1999. What's knocked Pokémon Pinball out of its special place in our hearts? It's Pokémon Pinball: Ruby & Sapphire, of course, which hits stores on August 25. The basics are the same: You'll play in two main settings—one for Ruby and one for Sapphire—and strive to reveal and catch Pokémon with your pinball prowess. But the new Pak, for the GBA, impoves on the original in every way.





From the Pak's opening sequence, you can see that the Game Boy Advance pushes Pokémon Pinball: Ruby & Sapphire to be far more colorful, dynamic and whimsical than the first game in the series. You'll see a wild Pokémon ecosystem in full tilt!

Before 1999, pinball had hit a plateau—ball, pins, yada, yada, yada. Then Pokémon turned the tables. Millions loved the catch-'em-all overhaul and snatched up copies of Pokémon Pinball.

The second-generation Pokémon Pinball title draws power from the Game Boy Advance to improve upon the original: You can catch dozens more Pokémon, tilt the field in three directions, listen to enhanced music and voice samples (Pikachu's and Pichu's) and play through all-new challenges.

BUMPER CROP OF POKéMON

To rustle up all 200 Pokémon, you'll need to play both the Ruby and Sapphire fields; each holds Pokémon that the other doesn't. The catch-'em-all challenge is lots deeper than newcomers might guess. We've played both boards for a dozen hours—and caught only a quarter of the Pokémon!

You can check how many Pokémon you caught—and spotted but didn't catch—by consulting your Pokédex.

You can see new info about captured Pokémon. Who knew that Flygon was rumored to be a desert spirit?

CONNECT WITH A FRIEND

When you link two Game Paks using the Game Boy Advance Game Link Cable, all Pokémon that your friend has caught but you haven't will appear in your Pokédex.

Catch 'em Mode

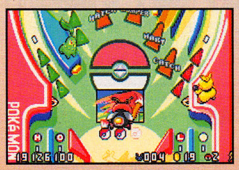
To scare up a Pokémon, hit the Poké Ball through the right loop until you light up two or three GET arrows.

After you hit the Catch 'em mode activation spot, you'll see a Pokémon's silhouette on the field.

To release the Pokémon from its silhouette, hit the back bumpers three times.

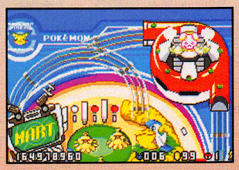
Finally, when the Pokémon enters the field, hit it three times with the Poké Ball to capture the creature.

Travel Mode



Specific Pokémon are in certain areas, as shown in the Pokémon Panel. Switch areas in Travel mode.

Egg Mode



Pokémon hatched on the Egg Stand appear on both fields. Activate Egg mode to hatch one.

Evo Mode

Evolved Pokémon appear only in Evo mode. Hit the Poké Ball through the left loop until you light all three EVO arrows, then hit the ball into the Evo Gate to get a chance to evolve a Pokémon you've caught in the current play session.

THE BONUS FIELDS

In addition to the two huge main fields shown on the next two pages, Pokémon Pinball has lots of bonus fields that let you battle Pokémon—even Groudon and Kyogre! You'll need to complete secret objectives to enter each bonus field.

On the Spheal bonus field, you'll swat Pokémon up slides using your Poké Ball.

You'll need to use the Devon Scope to see Pokémon on the Kecleon bonus field.

After hitting 20 Pokémon on the Duskull bonus field, you'll fight a huge Dusclops.

UNLEASH THE RUMBLE!

Pokémon Pinball made history in 1999 as the first Rumble Pak for a Game Boy system. Though the new Pokémon Pinball Pak doesn't rumble, it introduces another first: If you play the Pak via the Game Boy Player, you'll feel the rumble on your GCN Controller!

WORKING EVERY ANGLE ON BOTH BOARDS

The two fields share many features. Exploit them all to keep your Poké Ball in play as long as possible—and to earn radically higher scores!

Keep Pikachu Charged Up

If you fill Pikachu's Thunder Meter—found in the right loop—Pikachu will help you keep the Poké Ball in play.

Watch the Ball Saver

When Latias's or Latios's image is lit, the Pokémon will rescue the Poké Ball if you lose it.

Enter the Coin Loop

To scrounge up cash, hit the Poké Ball through each field's inner-left loop. You'll get 1, 5 or 10 coins.

KNOW THE RUBY FIELD

Upgrade Your Poké Ball with Nuzleaf's Help

There's a second way to upgrade your Poké Ball on the Ruby field. You'll need to activate a chain reaction among feisty Pokémon to recruit Nuzleaf to your cause.

First, hit the Chikorita Switch to cause the Pokémon to use Razor Leaf.

Razor Leaf will drive two Linoone out of hiding. Hit the right one before it hides.

Linoone will turn Makuhita. You can then use Makuhita to punch the Poké Ball.

Punch the Poké Ball up the Nuzleaf Loop until you earn your Poké Ball upgrade.

Cyndaquil's Egg Stand

Fiery Cyndaquil lingers in front of the Egg Stand. Batter it with the Poké Ball several times to drive it under the stand. Cyndaquil's heat will hatch the Egg.

Activate Travel Mode

Chikorita's Razor Leaf will drive out two Linoone. Hit the left one to cause a Gulpin to appear. When three Gulpin are in the pile, you can enter Travel mode.

Pokémon Mart/ Evo Gate

Shoot the Poké Ball up the Pokémon Mart ramp to hit the front door—the Pokémon Mart will open for business. After you light the EVO letters, you'll open the Evo Gate instead.

Formation Switch

Hit the Formation Switch to change the Pokémon swimming in the bumper pool—surprises abound in the water!

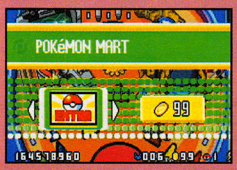
Sharpedo & Catch 'em Mode

After you light two or three GET letters, shoot the Poké Ball into the Sharpedo's mouth. Having two letters lit will reveal a common Pokémon; three may reveal others.

Bonus-Multiplier Switch

Don't miss your opportunity to bash the Bonus-Multiplier Switch as many times as possible.

Shop the Pokémon Mart



When you enter the Pokémon Mart during field play, you can buy extra Poké Balls and lots of power-ups.

Gamble on Slot Mode

Light up the letters that spell HOLE in the lower lanes to start Slot mode and play for points and power-ups.

Upgrade Your Poké Ball

If you upgrade your Poké Ball, you'll earn a higher point multiplier. Turn on all three upper red lights to upgrade.

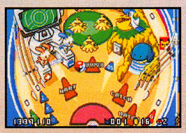
Bonus-Multiplier Switch

To rack up a huge bonus, hit the Bonus Multiplier as many times as you can before you lose a Poké Ball.

STUDY THE SAPPHIRE FIELD

Plusle & Minun

The electric gate that blocks the Pokémon Mart will shock the field if you hit it.

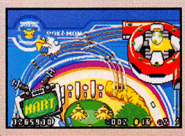


Turn off the electricity by hitting the Plusle Switch and the Minun Switch.

Pelipper Switch

If you hit the Pelipper Switch, Pelipper will turn upward for a short time—and wait for something. The Pelipper Switch is also the Sapphire field's Bonus-Multiplier Switch. Hit it many times to rack up a huge point bonus.

Pelipper's Help

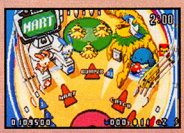


If you send the Poké Ball through the Coin Loop while Pelipper is turned upward, the Pokémon will fly away with it then drop it into the bumpers—or Pelipper may drop it in a bonus field.

Pokémon Mart/Evo Gate

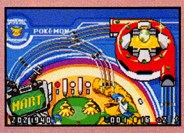
If the electric barrier is down, you can enter the Pokémon Mart or the Evo Gate.

Wailmer & Catch 'em Mode



After you've lit two or three GET letters, blast the Poké Ball into Wailmer's mouth to start Catch 'em mode. Which Pokémon appears depends on how many letters you've lit.

Heat Up the Egg Stand



Each time you shoot the Poké Ball through the Egg Loop, another incubation light will illuminate. After you've switched on all four lights, the Egg will hatch a Pokémon.

Activate Travel Mode

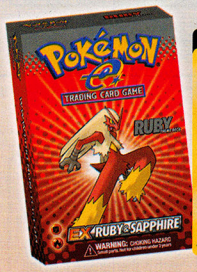
Hit the Seedot Switch to cause a Seedot to fall in the basket. Each will remain in the basket for a short time. Pile three into the basket to start up Travel mode.

Zigzagoon Switch

Bash the Zigzagoon Switch with the Poké Ball to cause the Zigzagoon to fall on all fours in a pouncing position. When you start up Slot mode, you can push the A Button to send out Zigzagoon instantly to stop the slot wheel.

TCG 101: PERFECTING YOUR DECK STRATEGY

Last month we suggested that novice Pokémon-e TCG Trainers should jump into the game with the Ruby or Sapphire deck. Now learn how to bolster each deck with cards from the booster packs!



Ruby's Strengths

You can smoke the competition with the Ruby deck if you can play one of the two Blaziken cards. Doing so will likely take many turns; you'll need first to play one of the four basic Torchic cards, then evolve it with one of the two Combusken cards. Fortunately, good Fighting- and Colorless-type Pokémon—plus lots of Fire Energy and Fighting Energy cards—fill out the 60-card deck.

Boost the Deck to Beat Sapphire

Ruby's Fire Pokémon, because of their Weakness, will get doused by Sapphire's Water-types. Fortunately, Water-type Pokémon have Weakness to Lightning-types, so add Lightning-types from boosters to your Ruby deck to crank up the juice.

ENERGY CHANGES

-12 FIGHTING ENERGY
+12 LIGHTNING ENERGY

You'll need Lightning Energy to fuel your deck. You can collect Energy cards from boosters—one in three packs holds an Energy card. Check with your local trading-card store—many sell Energy cards at a bulk price.

COMMON CARDS

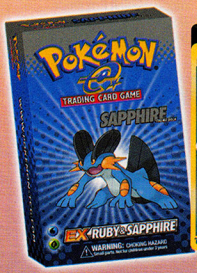
Every booster pack contains nine random cards. Five are cards that appear with "common" frequency—usually Basic Pokémon and less powerful Trainer cards.

ADD FOUR

Swap out your deck's Torchic cards for the Torchic cards you can find only in booster packs. If one faces a Water-type Pokémon, use it to deliver a Burned condition to the opponent—then retreat it from the field as quickly as possible.

REMOVE FOUR

Why take out the originals? They'll do little damage before retreating from a Water-type. The new Torchic's Singe attack can leave a Burn which may do 20 damage every turn.



Sapphire's Strengths

You'll want to get your ultimate cards—Swampert cards—evolved ASAP, just as Ruby players will try to do with their Blaziken cards. But the rest of the Sapphire strategy is leagues apart from the Ruby one. Many of Sapphire's Pokémon can inflict Special Conditions, so you can often leave foes Poisoned, Paralyzed, Asleep and Confused.

Boost the Deck to Beat Ruby

Most of Sapphire's Pokémon that can inflict Special Conditions are Grass-types. Unfortunately, most have Weakness to Ruby's Fire-types. If one of your Grass-type Pokémon faces a Fire-type, afflict your foe with a Special Condition then retreat as quickly as you can.

ENERGY CHANGES

N/A

You won't be changing the Sapphire deck's reliance on Water- and Grass-type Pokémon, so you won't need to change the deck's use of Water Energy and Grass Energy cards.

ADD THREE

If you inflict a Special Condition on a Pokémon, it can slough off the condition by retreating. Get more mileage out of Special Conditions by preventing retreat. Carvanha's Big Bite will do the trick, turn after turn.

REMOVE THREE

Wingull must go to make room for Carvanha cards in the 60-card deck. We're not fond of Wingull's Surprise Attack—with its 50% chance of success—anyway.

GREAT CARDS FOR BOTH DECKS

As you open booster packs, you'll find cards that enhance any deck strategy. Switch and Poké Ball are just two of the many versatile cards.

SWITCH 92/109

To send one of your Pokémon to the Bench, you'll need to pay its Retreat Cost. Switch saves you the sometimes great expense.

POKé BALL 86/109

It can take many turns to draw your ultimate Pokémon from your deck. A Poké Ball gives you a chance to take it directly from your deck—no waiting!

UNCOMMON CARDS

Two cards of each nine-card booster are ones that appear with "uncommon" frequency. They're usually Stage-1 Evolution cards or powerful Trainer cards, but they're sometimes strong Basic Pokémon.

ELECTRIKE 30/109

ADD FOUR

There are three kinds of Electrike cards. Two are common. They're great, but the uncommon Electrike (30/109) card is even better, because it can siphon Lightning Energy from your discard pile. With the extra energy, you can quickly power up its Thunder Jolt, which will do double damage against Sapphire's Water-type Pokémon. Mudkip cards will fall with only one hit.

MAKUHITA 56/109

REMOVE FOUR

We love the Fighting-type Makuhita cards—their attacks can whittle a foe down to nothing over the long haul. But someone's gotta go to make space for the Electrike cards. See ya, Makuhita!

ORAN BERRY 85/109

ADD TWO

A Grass-type won't last long against a Fire-type; many Grass-types have Weakness to Fire-type Pokémon. You can bolster a Pokémon's HP by giving it an Oran Berry to hold. The Oran Berry might give your Grass-type Pokémon just enough of an HP boost to survive one double-damage attack from a Fire-type Pokémon. But then your Pokémon should hightail it back to the Bench posthaste!

SHROOMISH 69/109

REMOVE TWO

Not all of Sapphire's Grass-type Pokémon have Weakness to Fire-type Pokémon. We've eliminated the two Shroomish because they do. Weed out the weak.

RARE CARDS & FOIL VERSIONS

The eighth card is one that appears with "rare" frequency. It's always powerful. The ninth card is a special foil version of one of the common, uncommon or rare cards—keep your eyes peeled!

MANECTRIC 9/109

ADD TWO

Manectric cards are rare, but they're worth opening lots of booster packs to find some. After you evolve an Electrike into a Manectric, you'll have a massive powerhouse on your hands. Its Thunder Jolt can wipe out Sapphire's ultimate card, Swampert, instantly! (It might take persistent collectors some time to acquire the Manectric cards. Until you do, use your Electrike cards to fend off Sapphire's Water-types.)

HARIYAMA 33/109

REMOVE TWO

If you were to remove all four Makuhita cards from the Ruby deck, your Hariyama cards would be useless. You can put the Stage-1 Evolution card into play only by placing it on top of a Makuhita card.

CHANSEY EX 96/109

ADD ONE

Your Water-type Pokémon will do great against Ruby's Fire-type Pokémon. It's your Grass-types that you need to worry about. If you send them out, cause Special Conditions in foes, then retreat them, you'll soon have lots of hurt Pokémon on the Bench. Chansey ex and its Healing Egg move spruce up all your Benched Pokémon at once—so you'll be able to send them back into battle as good as new!

PELIPPER 19/109

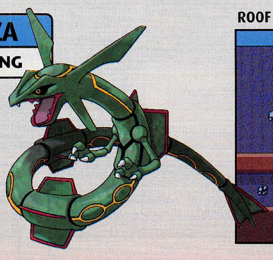
REMOVE ONE

Pelipper is truly awesome, but we can't do diddly-squat with the Stage-1 Evolution card if we take all the Wingull cards out of the deck. They had to go, so Pelipper does, too.

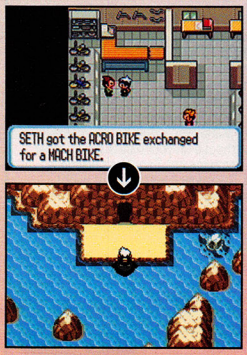
EXTREME SPORTS IN THE SKY PILLAR

Big Attitude, High Altitude

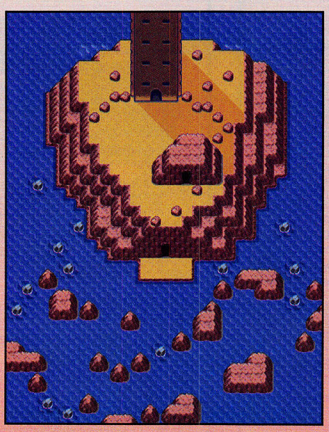
#200 RAYQUAZA
TYPE: **DRAGON-FLYING**



When you become the Pokémon League Champion in Pokémon Ruby or Pokémon Sapphire Version, you'll feel like you're on top of the world. After you've earned the title, you'll discover an opportunity to reach a new height—the top of the Sky Pillar. The crumbling structure bears the savage Rayquaza at the top. Getting to the roof is half the challenge, however. Have you mastered the Mach Bike?

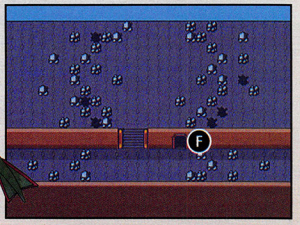


If you don't have the Mach Bike, head back to Rydel's Cycles in Mauville to get it. Then surf to the formerly secret island to face the Sky Pillar.

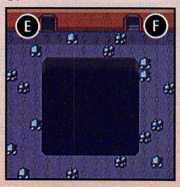


When you first surf the archipelago that spans Routes 128 through 131, you won't see the Sky Pillar, which looms over the stretch of ocean. After you become the Pokémon League Champion though, you'll be able to surf up to the Sky Pillar island via a new entrance on Route 131. Reach the top of the island plateau via the cave at ocean level. Then enter the Sky Pillar's front door and explore the six-level structure.

ROOF



5F



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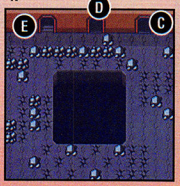
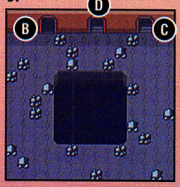
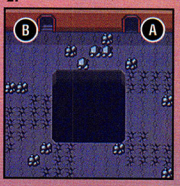


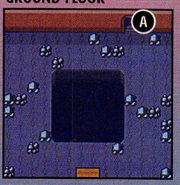
3F



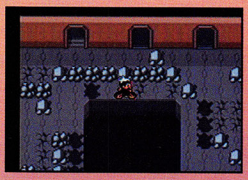
2F



GROUND FLOOR



Traumatic Trek to the Top



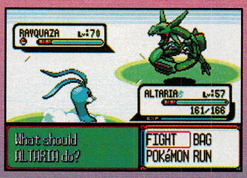
You'll fall through weak floor spots unless you ride the Mach Bike at full speed. It's tricky, since you'll need to make turns without losing speed.

You can find several wild Pokémon only in the Sky Pillar. Most of them appear on all interior floors except for the third and fifth.

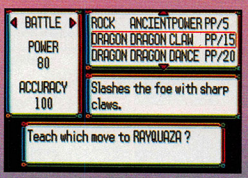
Wild Altaria are found only in the Sky Pillar. To encounter the majestic Pokémon, linger on the fifth floor before you head to the roof.

Capturing and Raising Rayquaza

You'll find only one Rayquaza in your travels. Come equipped for success with a powerful team and lots of Ultra Balls or a Master Ball.



Rayquaza won't slip into a Poké Ball without a big fight. Before you throw your Poké Ball, whittle Rayquaza's hit points down then inflict it with Sleep.



You'll catch Rayquaza at a level so high that it will have forgotten some of its moves. The Move Tutor in Fallarbor can help refresh Rayquaza's memory.

MEGAMAN NETWORK TRANSMISSION™
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on the Nintendo GameCube™!
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Collect battle chips to stop your enemies & solve puzzles.
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Join the Anniversary
BASH
MEGAMAN 15th
EVERYONE
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CONTENT RATED BY ESRB
Mild Violence
NINTENDO GAMECUBE
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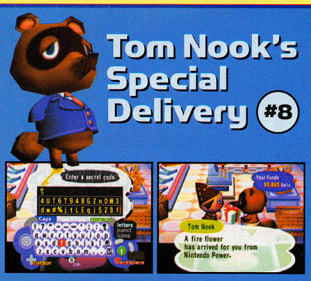
The Crossing Guardian

Stay up-to-date at www.animal-crossing.com

Historic Memento Craze Spreads Like a Weed

Our lands would be nothing but weeds from sea to shining sea if not for the Founding Forecritters—no Nookington's, no Farway Museum, no Crossing Guardian! Just weeds. At least that's what Tortimer says on Founder's Day, every year on August 21, when he gives away the Weed Model to honor the occasion. To celebrate our fuzzy and feathered founders, home-decorating humans everywhere are spreading out their Weed Model collections. Tell all your friends and spread the tradition!

Tom Nook's Special Delivery #8



4UT6T948GZnOW3
dw#%jtLEqj5ZBf

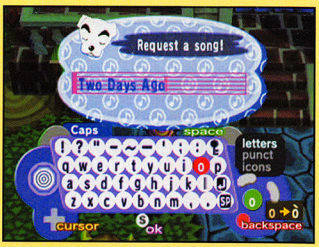
If you say the password shown above to Tom Nook, you'll receive a rare gift—a fiery object that will let your inner designer bloom.

Let us know what you think of it!

K.K. Slider Sings for Superfans

He's the hippest hound around—all the other dogs from Daisy to Biskit agree. K.K. Slider howls a new tune every Saturday night at the train station, and he never misses a chance to jam. But now we've all got another reason to bow down to the musical bowwow. He has three secret songs that he saves for his biggest fans. We got K.K.'s superfans to spill the beans on the tunes' titles: K.K. Song, Two Days Ago and I Love You. Request the ditties by name to hear the cool canine bark to a different beat.

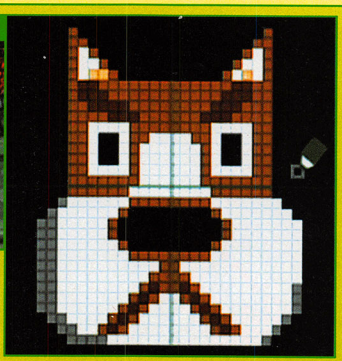
K.K. Slider's the most faithful dog around. He'll wait for fans every Saturday from 8 p.m. to midnight.



To hear K.K. jam just for you, request one of the three songs that he sings only for those in the know.

Run with the Pack

For you workout maniacs who will attend Copper's aerobics sessions held through August 31, we've whipped up a pattern that you can recreate and wear all month long. It'll remind your neighbors to show up for the big dawg's fitness hour at 6 a.m. every day. Hopefully Copper will appreciate the celebrity treatment his mutt's mug gets!



The Sky Is Falling—but Don't Be Chicken

August 12 doesn't signify the end of the world; just the date of this year's meteor shower. We can't wait to loiter by the lake and catch the spectacle!

ARENA

ARE YOU GAME?

CHALLENGE

It's our scariest Arena Challenge yet—we want to see who can complete Resident Evil Zero in the shortest amount of time. Blast those zombies as fast as you can, then take a picture of the screen and send it to us at the address below.

RESIDENT EVIL ZERO

KA-BOOM!

FASTER THAN LIGHTNING

There's no way for us to check what your difficulty setting was from a picture of the final screen—but we'll just say that only a total scaredy-cat loser would send in a time earned on the Easy setting. Come on now! Beat it on Hard!

NP SCOREBOARD

THE LEGEND OF ZELDA: THE WIND WAKER—LONGEST DISTANCE ON THE FLIGHT CONTROL PLATFORM (VOL. 168)

David Dudley, Georgia	573 yards
TSA, Texas	567 yards
Shay O'Neil, New Mexico	435 yards
Michael Ryan, Ohio	435 yards
Brooks Golden, Illinois	432 yards

CAUTION: TWISTED CHALLENGES AHEAD

- Beat Peter Jacob's level in Eternal Darkness using only Flash Powder.

– TORIN GREENWOOD
NEW YORK

Beat Tom Clancy's Splinter Cell (GCN) without using lethal force.

– NEIL SHARMA
WISCONSIN

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail. (Please write your score on the outside of the envelope.) Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before **September 4, 2003**.

SEND YOUR ENTRIES AND IDEAS TO:

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THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v171" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.171 P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 9/4/03. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 10/1/03, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 10/15/03. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 10/15/03) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2003 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

In the second installment of our Advance Wars 2 strategy, we return to the battlefield and drive the Black Hole Army from the continents of Blue Moon and Yellow Comet.

ADVANCE WARS 2 BLACK HOLE RISING

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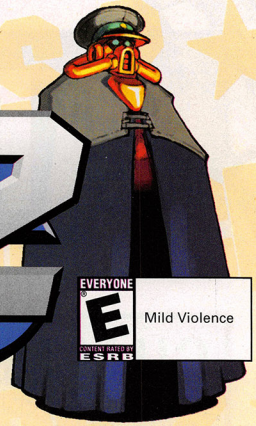


EVERYONE E Mild Violence
CONTENT RATED BY ESRB

BLUE MOON CAMPAIGN

Once you've finished the Orange Star campaign, you can move on to either Blue Moon or Yellow Comet. As advocates of alphabetical organization, we'll cover the Blue Moon campaign first. In it you'll engage in a wide variety of missions, learn how to operate Missile Silos (new to Advance Wars 2) and even take control of two Commanding Officers simultaneously.

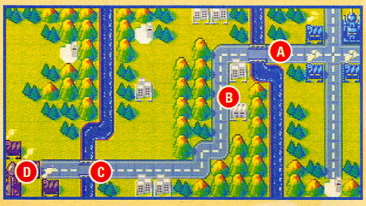
CONTINENTAL PROGRESS

The above map displays the order in which we recommend tackling Blue Moon's missions. If you'd rather liberate Yellow Comet first, jump to page 116.

MISSION 09 RECLAMATION

Colin, Blue Moon's young and enthusiastic new CO, volunteers to expel the Black Hole Army from the continent's northern frontier. Colin builds units at a special low price, but they suffer from inferior firepower.

DIFFICULTY: ★★



A CRANK OUT INFANTRY

Start out by building lots of Infantry units so you can capture as many neutral buildings as possible. Your first priority is the airport in the center of the map (you should be able to seize the airport in the southeast corner without much trouble). Build a Recon unit occasionally to slow the enemy's advance and to prevent them from capturing too many cities. If you can restrict Lash's cash flow, you'll eventually overwhelm her.

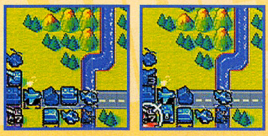
B CAPTURE THE FACTORY

Most of the fighting in the mission will take place far away from your headquarters and initial three factories, so it's important to capture the neutral factory near the center of the map. By building new ground units there, you'll be able to push forward much faster.

C TAKING THE BRIDGE

After you've secured most of the territory east of the river, start to build up your forces around the southwest bridge. Place tanks and Battle Copters up front to engage the enemy head-on, and indirect units in the rear to provide supporting fire. If you have a copter to spare, set it down on the enemy's airport to prevent Lash from building air units.

D SURROUND THE ENEMY HQ

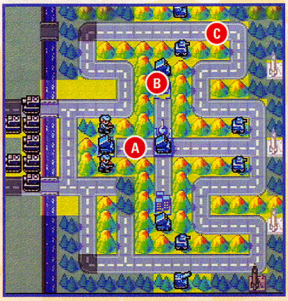


Once you've taken the bridge, the rest of the battle should be a piece of cake. You can achieve victory either by destroying all enemy troops or by capturing the enemy headquarters. Whatever option you choose, place your units over Black Hole's factories to prevent them from replenishing their forces. If you finish the mission within 20 days, you'll likely receive an S Ranking.

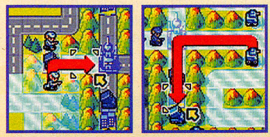
MISSION 10 TANKS!!!

There are no factories or airports on the Mission 10 map, so you'll have to repel Adder's forces (including a battalion of Medium Tanks) with the units already at your disposal. Use the mountain range and Grit's mastery of indirect combat to your advantage.

DIFFICULTY: ★★

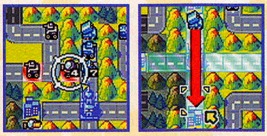


A MOVE INTO POSITION

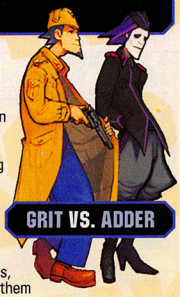


Pull your north and south Rockets into the nearby cities so they can reload after each turn, then move a Recon unit into the woods next to each city. Place another Recon unit one space east of your westernmost Rocket. Finally, begin moving your Infantry units toward the Missile Silos to the east.

B PROTECT YOUR ROCKETS



Adder has a few Mech Infantry units that will try to climb over the mountains and take out your Rockets. Fire on them as soon as they're in your sights and don't let up until you've eliminated them. Without your Rockets, achieving victory would be virtually impossible.



C GRIT'S INDIRECT ADVANTAGE

While Adder's Medium Tanks are making their way around the mountains, use your Rockets and Artillery to pick them off. If they move out of reach, use Grit's CO Power to boost the firing range of your indirect units. (His Super CO Power also increases their firepower.)

NELL'S ADVANCED TIPS

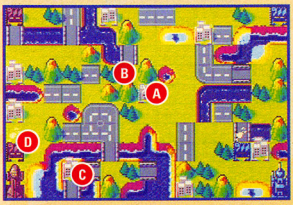
MISSILE SILOS

Infantry and Mech units can use Missile Silos to launch a powerful Missile at any location on the screen. The strike will damage all units (including your own) within the Missile's blast radius, so wait for at least three or four of Adder's tanks to bunch up on the road. Unfortunately, the Missiles can only reduce a unit's HP to 1, so you'll have to finish them off with your Rockets and Artillery.

MISSION 11 TOY BOX

Lash has conducted some sort of bizarre experiment on Olaf's hometown, resulting in very unusual geography. When your forces meet near the center of the map, use Olaf's CO Power to unleash a nasty storm and give your troops an advantage.

DIFFICULTY: ★★★



A CONTROL THE EAST

Your first objective is to capture the three neutral cities on the eastern half of the map, as well as the factory in the center. Lash will take the city up north, so send Infantry and a Recon unit to claim it from her as early as possible. The earlier you can start bringing in extra revenue, the better.

B BLOCK THE MOUNTAIN PASSES

There are only two passes between the mountains and water in the center of the battlefield—clog them up with tanks and slowly push west. Once you've established a solid frontline, start building indirect units to provide supporting fire and accelerate your advance.

C SECRET LAB MAP

A map hidden in the south-central city pinpoints the location of a Black Hole secret lab. When your frontline has moved past the road leading to the city, send an Infantry unit down there to capture it and secure the map. By doing so, you'll open up an extra mission in which you can obtain plans for building Neotanks.

D TAKE THE ENEMY HQ OR ELIMINATE THE REMAINING ENEMY FORCES

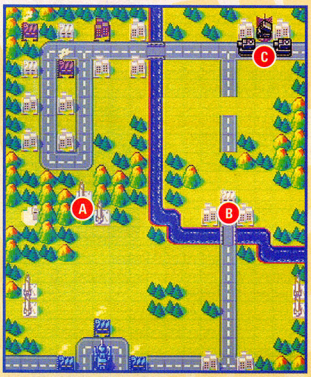
As you push your tanks through the mountain passes, start wiping out any remaining enemy forces and place units on Lash's factories to stop her from producing reinforcements. You'll need to complete the mission by Day 25 to earn an S Ranking. You should have a sizable army built up by then, so it will probably be quicker to eliminate the enemy's forces than to capture the HQ.

MISSION 12 SECRET MISSION

NEOTANKS!?

Black Hole's secret research laboratory is located on Blue Moon's southeast island. You have 15 days to secure the lab before Lash destroys the Neotank plans.

DIFFICULTY: ★★★



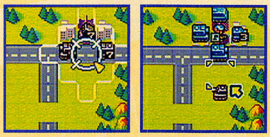
A AIR STRIKES

Start producing Infantry units and send them to the Missile Silos north and west of your HQ and to the pair of neutral cities to the east. Launch three of the Missiles at the enemy Infantry to slow their capture of neutral properties to the north. You'll need to save the other Missiles for later.

B CRUCIAL FACTORY

While you're capturing the cities to the east, build a pair of APCs to transport your Infantry to the cities and factory to the north. Once the factory is under your control, send one of your Infantry units to the Missile Silos to the east and start building Medium Tanks to prepare for your assault on the lab.

C CAPTURE THE SECRET LAB

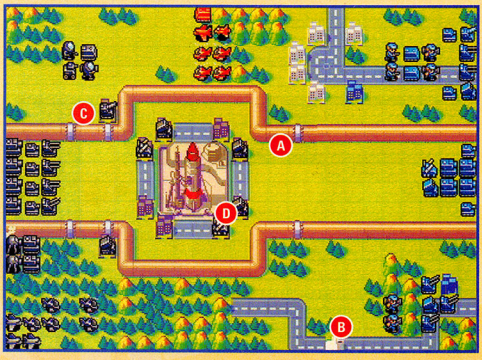


Fire the three remaining Missiles at the Medium Tanks and the Rocket protecting the research lab, then move in with your own tanks and an Infantry-loaded APC. You must drop off a full Infantry unit at the lab by Day 13. Surround it with tanks and the now-empty APC to provide a shield while you capture the property. If you're successful, you'll receive plans that will allow Blue Moon to build their own Neotanks.

MISSION 13 T MINUS 15

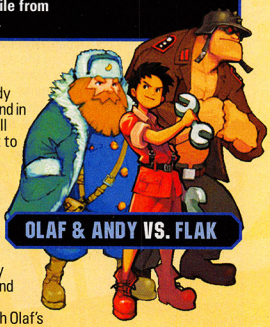
The Black Hole Army has constructed an enormous Missile capable of wiping out half of Blue Moon's military in a single strike. To prevent the Missile from launching, you must capture all eight cities that surround it by Day 15.

DIFFICULTY: ★★★



C ANDY'S AIR FORCE

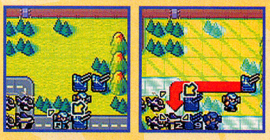
Orange Star's Andy lends a helping hand in the form of a small aerial fleet. Use it to wipe out Flak's puny northern force, then bust through the pipe at point C and attack his rear flank. Just be sure to stay away from his Missile and Anti-air units,and destroy them with Olaf's ground forces as quickly as possible.



A PROCEED WITH CAUTION

The pipes running across the map split Olaf's forces into three groups. Capture the neutral cities with the northern group. Position the Medium Tanks in the middle group just out of range of the enemy's Rockets, then move in and take them out. Afterward, break through the pipe at point A.

B CAPTURE THE SOUTH AIRPORT



Capture the neutral airport with your southern group as quickly as possible. The group won't be able to defeat Flak's southern forces, but you should be able to take out his Battle Copters with your Anti-air units (giving you air superiority for the rest of the mission).

D SHUT DOWN THE GIANT MISSILE SILO

By Day 8, your foot soldiers should begin capturing the eight cities required to shut down the giant Missile Silo. If you have units to spare, break through the south pipe and pick off a few more of Flak's troops to raise your Power rating.

NELL'S ADVANCED TIPS

MULTIPLE CO

When controlling multiple COs, try to use their forces in concert. For instance, if you've whittled one of Flak's tanks down to 2 or 3 HP with Olaf's ground units, you can finish it off with one of Andy's Battle Copters. Keep in mind, however, that a CO's special powers will benefit only his or her own troops. Andy's Hyper Upgrade won't repair Olaf's units. Unfortunate, but true.

MISSION 14 NATURE WALK

Lash has constructed three Black Cannons in Blue Moon's southwest forests and is waiting to ambush you. Slowly make your way north and reclaim the Blue Moon headquarters.

DIFFICULTY: ★★★★

A SNEAK THROUGH TREES

Fog of War is in full effect in Nature Walk. The new and improved Black Cannons can fire a long-range salvo every day, but they can't hit what they can't see, so stay in the trees. Move your Recon vehicles out in front at the beginning of each turn, and use your indirect units to fire on any enemies that are revealed.

B PUSH AHEAD

Don't stress too much about the Black Cannons. Your goal is to place a unit (any unit) on your HQ, and as long as you stay in the trees and push north, the cannons don't pose much of a threat. You can take them out fairly easily with indirect units, however, and doing so will help you earn an S Ranking.

C URBAN WARFARE

The most intense fighting will take place around the cities in the center of the map. Destroy only the enemies that are standing directly in your way, and keep moving north. If you get bogged down in a long, drawn-out battle, you're bound to suffer casualties and take a hit to your Technical rating. Don't hesitate to use Grit's Super CO Power if your indirect units are lagging behind and you need a little extra firepower to clear a path.

D TAKE BACK YOUR HEADQUARTERS

Lash's Black Cannons can hit you only if you're in front of them. Once you've passed by all three, make a mad dash for the HQ building with your closest, speediest unit. There's no need to take out the remaining enemy forces surrounding the HQ unless you're trying to achieve an S Ranking and you didn't destroy any of the cannons. As soon as you park a unit on the building, the mission will be over and victory will be yours.

MISSION 15 TWO-WEEK TEST

While Olaf and Grit go off to strategize, they leave Colin in charge of protecting the properties on Blue Moon's southeast coast. Hold down the fort until they return.

DIFFICULTY: ★★★★

A ESTABLISH A FIRM DEFENSIVE LINE

You won't be able to keep pace with Lash's unit production, so it's important to use the map's geography to your advantage. Capture the two cities on the narrow section of land first, then seize the properties surrounding your base while you save up for a couple of Medium Tanks or Neotanks to place on your two new cities.

B MONEY IS POWER

Colin's CO Powers can be a lifesaver if your defenses begin to waiver. Gold Rush enables you to purchase extra units with which to clog up the works and buy yourself time. Power of Money lets you strike back hard and watch the enemy forces on the front line retreat with their tails tucked between their legs. Run, Black Hole dogs, run!

C FIRE SUPPORT

Once you've built a pair of ground units to place on the cities on the narrow strip of land, start cranking out Artillery and Rockets. You'll need as much indirect firepower as you can muster to soften the enemy's forces and help your tanks hold their positions. When Lash's air units start to approach, be ready with Missiles or Anti-air vehicles, as well.

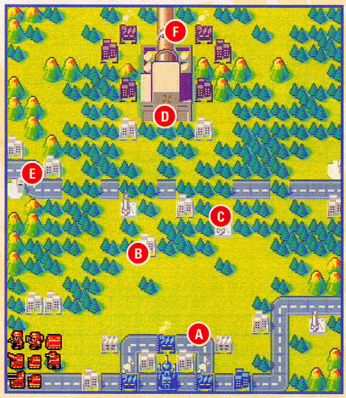
D HOLD THE LINE

If you can prevent Lash from breaking through the bottleneck, and take out a few of her troops in the process, you shouldn't have much trouble earning an S Ranking. If she manages to bust through, don't panic. Reestablish your front line as quickly as possible and fire on any Infantry or Mech units that approach your HQ. If you can hold out for 14 days, you'll win.

MISSION 16 FACTORY BLUES

For the continent's final mission, you must select one Orange Star CO and one Blue Moon CO. The basic strategies are the same regardless of which combination you choose.

DIFFICULTY: ★★★★



A BLUE MOON INFANTRY

With Blue Moon, you should begin by producing three Infantry and three APCs. Move the Infantry-loaded APCs to the Missile Silos, and continue purchasing foot soldiers to secure the properties surrounding your headquarters.

B ORANGE STAR ADVANCE

Leave Orange Star's Infantry unit behind to capture the nearby factory and a couple of cities, then move the rest of Sami's forces toward Lash's giant factory to the north (load the Mech onto the APC so it can keep up). It's important to have at least a few properties under Orange Star control so you can produce new units to bolster Sami's modest army. If all of her forces are defeated, you'll fail the mission.

C FIRST STRIKE

As you move Blue Moon's Infantry-loaded APCs toward the Missile Silos, keep the Orange Star forces out in front of them for protection from Lash's foot soldiers and Recon vehicles. Don't dawdle, though; if the enemy reaches the silos first, they won't hesistate to use them against you. When you're ready to launch a Missile from the silo, focus on the Black Hole units in front of the giant factory and hit as many as possible. The more you can soften the enemy's front lines, the easier it'll be to execute the next part of our strategy.

RECOMMENDED
SAMI & COLIN VS. LASH

D BLOCK THE FACTORY DOORS

Each turn, the Black Hole Army's giant factory can produce three units that can move and attack after being deployed. Move a trio of Orange Star units in front of the doors as quickly as you can to prevent Lash's forces from becoming insurmountable. She'll try to destroy the Orange Star units, but Blue Moon should have enough money saved up to send in a cavalry of Medium Tanks.

E AIR SUPPORT

Send an Orange Star foot soldier to the west airport and a Blue Moon foot soldier to the east airport as soon as the opportunity presents itself. Orange Star's funds will probably be a bit tight, but you should be able to afford a Battle Copter every other turn or so. Blue Moon, on the other hand, should be able to crank out Bombers, especially if you're playing with Colin.

F BREAK THE SEAM

Bombers are the most effective tools for destroying the seam in the giant factory's pipeline. If there are any Missiles or Anti-air units nearby, wipe them out with your ground forces to make the skies safe for your planes. Your Power rating will suffer as a result of blocking the giant factory's doors for most of the mission, so if you want to earn an S Ranking, pick off units from the enemy's two northern factories until Day 20.

YELLOW COMET CAMPAIGN

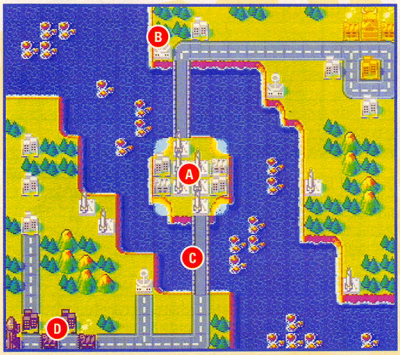
Yellow Comet's military is led by the continent's emperor, Kanbei, his daughter, Sonja, and the legendary paratrooper, Sensei. Unlike Blue Moon's motley crew, the Yellow Comet trio gets along well and usually behaves professionally both on and off the battlefield. Though quite different, all three are extraordinarily effective commanding officers.

CONTINENTAL PROGRESS

MISSION 17 SILO SCRAMBLE

Emperor Kanbei's daughter, Sonja, has constructed 10 Missile Silos intended to protect Yellow Comet, but a surprise attack by the Black Hole Army has left the silos up for grabs.

DIFFICULTY: ★★



A TAKE THE ISLAND

Build an APC and an Infantry unit, then head for the island at the center of the map. As soon as you arrive at the Missile Silos, start launching at clusters of enemies to slow their progress. If they make a move toward the island, place the empty APC on the bridge to protect your Infantry. Send another Infantry unit south of your HQ to fire the two Missiles there.

B SEA SUPPORT

There are two seaports on your side of the battlefield, but any units you build at the eastern port won't be able to move past the bridge, so they'll be of minimal use. Occupy the northern property instead, and save up for a Battleship to provide your ground forces with long-range support.

C CROSS INTO ENEMY TERRITORY

Once you've captured the properties on the island, begin building strong ground units to send across the bridge into enemy territory. Place tanks in front and indirect units in the rear. Follow along with your Battleship and wipe out any enemy forces that stand in your path. Kanbei's troops cost more to produce than those of your other COs, but they benefit from increased firepower.

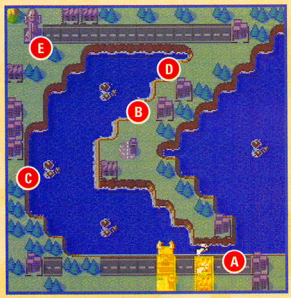
D CEASE ENEMY PRODUCTION

As you push toward Flak's headquarters, either place units on his factories to stop production, or send Infantry units in to capture the factories for yourself. You'll soon have Flak hopelessly outnumbered, so finish off his remaining troops or occupy his HQ. Finish the mission in less than 25 days to earn a good Speed rating.

MISSION 18 SENSEI'S RETURN

The narrow land routes and difficult terrain of Yellow Comet's west island make it the ideal battlefield for Sensei, thanks to his unique strengths.

DIFFICULTY: ★★★



A CAPTURE AND TRANSPORT

Begin by building a pair of Infantry units to capture the cities east of your HQ. Once that's done, build a T. Copter to transport the Infantry to the airport and the factory on the peninsula. You'll want to capture both properties as early as possible.

B TAKE OVER THE PENINSULA

With the factory and airport under your control, start building units to make your way up the peninsula. Lead with a Recon unit or with a Battle Copter just off the coast to see what enemy forces lie ahead. Follow with your Infantry units and capture the cities as you go.

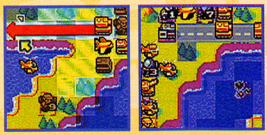
C START A PINCER ATTACK

Create another Infantry unit and an APC at the factories near your HQ, and head west with a small force of ground units and some Battle Copters. Push your way north along the narrow strip of land at the edge of the map. Place tanks in front, indirect units in the rear and Battle Copters along the coast.

D SENSEI'S CO POWERS

Sensei's CO Powers will boost your Battle Copters' offensive strength and create foot soldiers with 9 HP on every city under your control. (His regular CO Power creates Infantry and his Super CO Power creates Mechs.) Even better, the foot soldiers will be ready to move and attack on the same turn as you produce them! Use Sensei's powers once you have a few cities under your control to bolster your forces and seek out the enemy's Missile and Anti-air units.

E CONVERGE ON THE ENEMY HEADQUARTERS

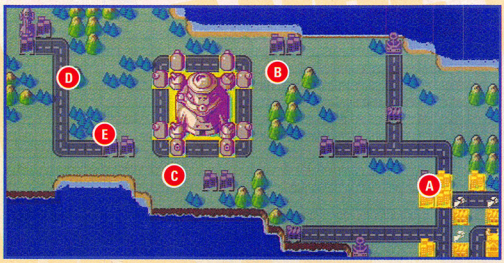


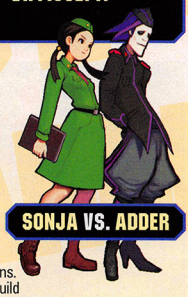
Once you've fought your way up the peninsula, start pushing west while your other battalion approaches the enemy's HQ from the south. As your forces converge, place units on the enemy's factories to cease their production. As in the previous mission, wipe out the remaining enemy forces or capture their headquarters with an Infantry or Mech unit. To get a perfect Speed rating, you must complete the mission in less than 20 days.

MISSION 19 SHOW STOPPER

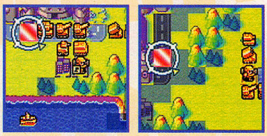
Sonja wants to prove to her father that she can take care of herself. Help her by destroying all eight Cannons surrounding the giant fortress or by capturing the enemy HQ.

DIFFICULTY: ★★★★





C DESTROY THE CANNONS



Use Rockets to destroy the pair of east-facing Cannons, then move in with Medium Tanks to start taking out the rest of the big guns. If you capture the southern seaport, you can build a Battleship to help demolish the two south cannons.

A STAND YOUR GUARD

Adder will send a wave of air and ground units toward your base, so immediately start building tanks, Anti-air and indirect units to fend them off. The enemy forces will begin coming into view on Day 4. Stand your ground and soften them up with indirect units as they approach.

B SECURE THE EAST

After you've survived the Black Hole Army's initial onslaught, produce Infantry and APCs to capture the properties east of the giant fortress. Send Recon vehicles ahead to search for enemy Rockets, and be sure to stay out of range of the Cannons that surround the fortress.

D SEEK OUT THE STRAGGLERS

Once you've destroyed all eight cannons, the mission's over. You'll earn a good Speed rating if you finish within 33 days; if you have some time to spare, keep one of the cannons around and search for any remaining enemy forces. You must destroy every last one of Adder's units to receive a perfect Power rating.

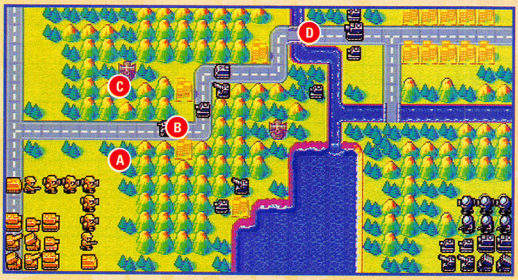
E PROCURE THE MAP TO THE SECRET LAB

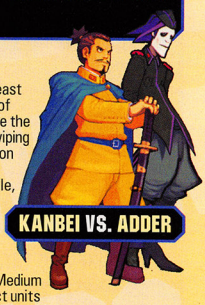
If you occupy the city at point E, you'll discover a map that shows you the location of a secret research laboratory on Yellow Comet. Before you move in to capture the property, however, be sure to take out the enemy Rocket to the north. If you don't, your soldiers will be sitting ducks.

MISSION 20 DUTY & HONOR

The Black Hole Army is laying seige to Yellow Comet's cities, but as the great Admiral Ackbar said, "It's a trap!" Adder is trying to lure you within range of his Laser Cannons.

DIFFICULTY: ★★★★





B MOVE QUICKLY

Continue advancing east with your front row of foot soldiers and have the Medium Tank start wiping out the enemy units on the other side of the mountains. Meanwhile, make sure that none of your troops are on the road at the end of Day 2. On Day 3, advance as quickly as possible (Medium Tanks in front, indirect units in the rear), but divert two Mech units and a Rocket north toward the Laser Cannon.

A PREPARE TO ADVANCE

The two Laser Cannons fire in a cross pattern every other day, so you must plan your advance carefully. On the first day, move your front row of foot soldiers as far east as they'll go, and send a Medium Tank with them through the narrow strip of land south of the mountains. The rest of your forces should start moving northeast.

C DESTROY THE LASER CANNONS

By Day 5, you should have the west Laser Cannon surrounded by a pair of Mech units and your Rocket should be within firing range. Direct hits from all three units will destroy the cannon. Soon afterward, two or three Mech units and a Medium Tank should surround the east cannon. Destroy it immediately and accelerate your advance toward the cities.

D PROTECT YOUR CITIES

Adder will try to slow your advance at the bridge, but Kanbei's Super CO Power should be ready to go by then. Activate it to increase your units' strength and bust through the enemy line. Afterward, make a mad dash for your cities and start attacking the enemy foot soldiers. If you allow them to capture all 10 properties, you'll fail the mission. Place a unit on at least one unoccupied city to keep it safe. To complete the mission, you must eliminate all of the enemy forces. Keep your casualties to a minimum and finish by Day 15 to earn an S Ranking.

NELL'S ADVANCED TIPS

LASER CANNONS

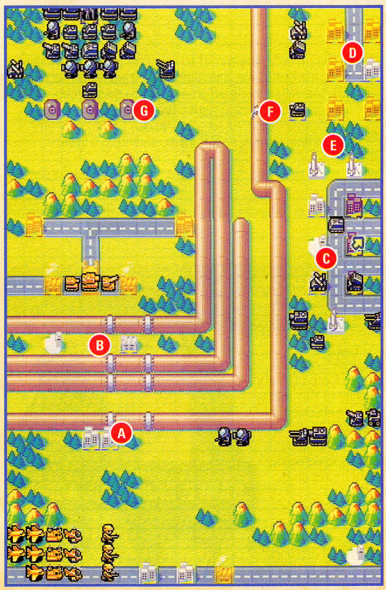
The Black Hole Army's four-way Laser Cannons don't discriminate—they'll hit every unit in their line of fire. The lasers reduce each unit's HP by 5, but like the Missile Silos, they're incapable of destroying their targets. Still, the cannons are incredibly dangerous and can turn the tide of a battle with a single blast.

MISSION 21

FOUL PLAY

Adder asks to meet with Yellow Comet's COs to discuss the terms of a peace treaty, but as Sonja suspects, it's yet another Black Hole trap. Destroy all three Minicannons north of your HQ to send the enemy packing.

DIFFICULTY: ★★★★



A BUST THROUGH THE PIPES

Your small northern force has no chance against Adder's huge army. Bust through the pipes quickly so that your Bombers and Battle Copters can come to the rescue. Strike the seams with your Bombers from the south and your Artillery unit and tanks from the north. Meanwhile, send two of your Infantry units to capture the cities to the east, and load the other one onto a Transport Copter to occupy the cities to the north. Build another Infantry unit at one of the factories near your base and use it to capture the airport and the factory in between the pipes.

B KEEP YOUR AIRCRAFT SUPPLIED

Because the battlefield is so large, your Bombers and Battle Copters will eventually run out of fuel. Rather then send them all the way back to an airport, create a couple of APCs to travel with them. Try to keep your aircraft in groups so you can resupply more than one of them at a time.

C ENGAGE THE ENEMY ON TWO FRONTS

Build a couple of Meduim Tanks and send them along with two or three of your air units to take care of the enemy forces to the east. The rest of your airforce must reach your headquarters posthaste. If you allow enemy foot soldiers to occupy the building, you'll fail the mission.

D PARATROOPERS

Wait for Sensei's CO Power meter to fill up, then unleash Airborne Assault to drop Mech units on all of your cities, including the five in the northeast corner. Use three of the five to wipe out the tank and indirect units nearby, and send the other two south toward the Missile Silos.

E LONG-RANGE STRIKES

By the time you reach the Missile Silos, the east side of the map should be mostly clear of enemy units. Launch all three Missiles at the Black Hole forces approaching your headquarters to soften them up for your Battle Copters and Bombers.

F ATTACK THE CANNONS FROM THE EAST

After you've wiped out the enemy forces on the right side of the battlefield, bust through the pipeline at point F on the map. Doing so will allow you to attack the Minicannons from the east, outside their line of sight. Adder may have indirect units lying in wait on the other side of the pipe, however. Destroy them before you proceed.

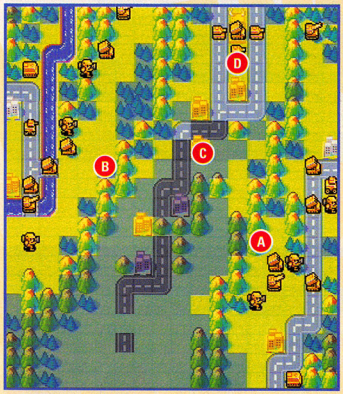
G CLEAN-UP CREW

As long as you're careful with your aircraft, you should have an easy time earning an S Ranking in Foul Play. Once you've taken out two of the Minicannons, finish off any remaining enemy forces to boost your Power rating. Be sure to destroy the last cannon by Day 15, however, to avoid taking a hit to your Speed rating.

MISSION 22 A MIRROR DARKLY

Sonja uses fake intelligence to lure the Black Hole Army into a trap of her own. Wipe out Lash's forces, and don't let her place a unit on your HQ.

DIFFICULTY: ★★★★



A RECONNAISSANCE

Move your Mech and Recon units toward the mountains so you can spot Lash's troops. Don't get too close with the Mechs, however—an Anti-air or Recon vehicle can sneak up on you in a hurry, and Lash has a few indirect units in her arsenal, to boot.

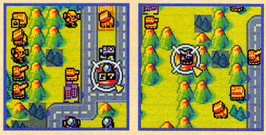
B FIRE OVER THE MOUNTAINS

Push all of your Rockets and Artillery next to the mountains, but don't send everything south to go after the enemy's forces. By the time you're in position, they'll have already moved north. Let them come into your firing range, and attack the strongest units at the head of the charge. You'll want to weaken the Medium Tanks and Neotanks in particular before they can reach your HQ.

C MOVIN' ON UP

Don't move an indirect unit north to follow the enemy until no more targets remain within the unit's firing range. Think of the valley as an assembly line of destruction. Your southern units need to soften your foes before your northern units can finish them off. Use the APCs to keep your Rockets supplied with ammo.

D CLEAR OUT THE VALLEY

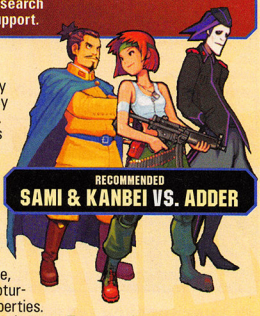


By Day 11 or 12, the threat to your headquarters should be fairly minimal. Send your Tanks south and your Mech units into the valley to clean up Lash's remaining forces. Complete the mission within two weeks to score a perfect Speed rating. As long as you don't take too many casualties, earning an S Ranking should be a breeze.

MISSION 23 SECRET MISSION SEA OF HOPE

You can choose any of Yellow Comet's commanding officers to launch an attack on the enemy's research lab. Sami from Orange Star will provide sea support.

DIFFICULTY: ★★★★★



A MOVE SAMI'S FLEET OUT OF HARM'S WAY

Sami's naval forces are vulnerable from the very beginning. Examine the firing range of the enemy Rockets and move your ships to a safe position. Also keep an eye out for the enemy Bomber. As soon as you can reach the aircraft with your Cruiser, take it out to prevent it from damaging your Battleships. With Kanbei, save up to buy your own Bomber on Day 2.

B ATTACK BY LAND, SEA & AIR

There's a lot of distance to cover in very little time, so don't worry about capturing a slew of neutral properties. Instead, load an Infantry unit onto a Transport Copter and head for the airport on the central island. Use Sami's Battleships to protect the Infantry from Adder's ground forces, and send Kanbei's Bomber to take out the enemy sea vessels.

C MASS-PRODUCE BOMBERS

Most of Adder's troops will retreat to the secret laboratory and surround it in hopes of waiting out the 18-day time limit. The quickest way to break through is with lots and lots of Bombers. Start cranking out the aircraft one after another, but hang back until you have enough planes to destroy all of Adder's Anti-air and Missile units with a single strike.

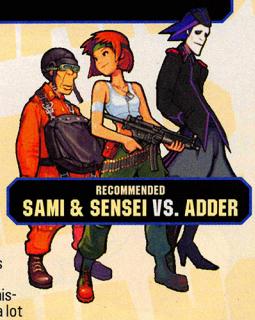
D DROP IN ON THE ENEMY LAB

Once your Bombers have made the skies safe for your Transport Copter, load up an Infantry unit and head for the enemy research laboratory. Don't worry if there are still Rockets next to the lab—remember that they're unable to hit adjacent units. You must drop your Infantry on the lab by Day 16 to secure the Neotank plans before time runs out.

MISSION 24 THE HUNT'S END

The final showdown for Yellow Comet takes place at the Black Hole factory in the north. You must choose which pair of COs will take command.

DIFFICULTY: ★★★★★



RECOMMENDED
SAMI & SENSEI VS. ADDER

A STRENGTHEN YELLOW COMET'S HOLD ON THE SOUTH

On Yellow Comet's first turn, build a pair of Infantry units and an APC to capture the properties along the south edge of the map and the factory on the coast. It's crucial that you grab the factory since all of your other ones are so far away from where the action will take place. Start building ground forces early on to shield the building from invaders.

B AMPHIBIOUS ASSAULT

On Orange Star's first turn, build an Infantry unit to capture the neutral properties on the island where your HQ is located. Once the seaport is under your control, build a Lander and transport the Infantry to the coast at point B. There you can occupy two more cities and a very important airport. Shuttle some ground forces from your HQ to protect your new properties.

C PUSH NORTH WITH YELLOW COMET

While you stave off the enemy at your factory near the coast, you'll likely be bringing in quite a bit of money each turn. Spend those funds on high-quality units like Neotanks, Rockets and Battleships. Once you have a sizable force, start pushing north across the first set of bridges. Before you proceed any farther, however, wait for Orange Star's air support to arrive.

D CANNONS

Once you've captured the northwest airport, begin building Bombers to help Yellow Comet's Battleships take out the Minicannons. With the guns out of commission, your navies will have a lot more room to maneuver.

E TAKE THE WEST ISLAND WITH ORANGE STAR

After you've solidified Orange Star's control of the northwest corner, send an Infantry unit in a Lander to the island marked E on the map. The seaport there isn't particularly useful, but the three cities will provide some extra funds to help you crank out Bombers at your airport.

F TAKE THE EAST ISLAND WITH YELLOW COMET

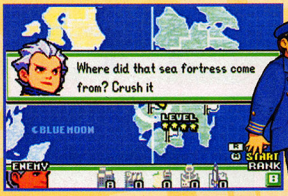
The island marked F on the map isn't crucial to victory, but if you land an Infantry unit there, you can start building an airforce for Yellow Comet. Not only will the additional air units help you wipe out Adder's existing forces, but you can prevent him from building more by blocking the giant factory doors with Bombers or Battle Copters.

G FINAL BLOW

To complete the final mission on Yellow Comet, all you have to do is destroy the seam in the pipeline. If you want to achieve an S Ranking, though, be sure to destroy lots of enemy units first. The requirements for a high Power rating are quite steep, and your Speed rating will be fine as long as you finish by Day 30.

ON TO GREEN EARTH

You've freed Blue Moon and Yellow Comet, but reports indicate that the Black Hole Army's top general, Hawke, is on the verge of conquering Green Earth. Use your experience to liberate the beseiged continent, then take the fight to Lord Sturm's own backyard.



A LITTLE HACK, A LITTLE SLASH—THE GBA GAME WITH ONE OF THE MOST INNOVATIVE BATTLE SYSTEMS RETURNS FOR ITS SECOND CYBERSEQUEL!

MEGA MAN BATTLE NETWORK 3 BLUE™

MEGA MAN BATTLE NETWORK 3 WHITE™

THE TWO FACES OF MMBN3

The first Mega Man Battle Network turned lots of heads. Many of the Blue Bomber's fans expected the hero's first GBA game to be a classic Mega Man side-scroller. Instead, it was a complex RPG about a boy and his Navi—that is, a real-world NetBattler and the Internet avatar he uses to fight Internet crime. Two sequels later, Mega Man faces a new threat in two versions that take the MMBN series to new heights.

BLUE vs. WHITE

GROUND STYLE

Ground is one of many styles (like classes in a fantasy RPG). The Ground style lets you change the field in battle.

BATTLE CHIPS

The only way to get four of the 250 Battle Chips is to fight Bowl Man—which makes them a Blue-version exclusive.

GIGA CHIPS

You'll find Folder Return, Forte Anoter, Delta Ray Edge, Darkness Aura and Proto Arm Omega only in the Blue version.

ENEMIES/BOSSES

The Blue version of MMBN3 has unique enemies and two unique bosses—Bowl Man and Punk.

SHADOW STYLE

The Shadow style, which you can learn with experience, allows Mega Man to use ninjalike tactics.

BATTLE CHIPS

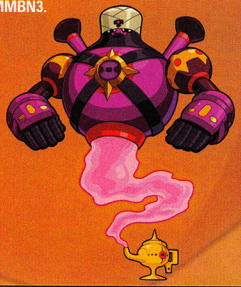
You can get four Battle Chips by defeating Mist Man. The boss is in the White version only—so are its Battle Chips.

GIGA CHIPS

The Navi Cycle, Forte, Ryoseibai, Serenado and Proto Arm Sigma Giga Chips are White-version exclusives.

ENEMIES/BOSSES

Some enemies and one boss—Mist Man—appear only in the White version of MMBN3.



EVERYONE E Mild Violence
CONTENT RATED BY ESRB

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THIRD TIME'S THE CHARM

If you've been waiting to see what the newfangled Battle Network series is all about, MMBN3 gives you a great opportunity to get on board. Its battle system—which confines Mega Man to an Internet battle arena while you feed him Battle Chips from the real world—has gotten an extensive upgrade. MMBN3 has more than a few improvements.

IMPROVED MENU SYSTEM

To facilitate organizing and using the Battle Chips, MMBN3 has an overhauled menu system that separates Standard Chips, Mega Chips and Giga Chips.

THE NAVI CUSTOMIZER: PROGRAMMING POWER

One of the best new aspects of MMBN3 is its Navi Customizer, which replaces the previous game's method of leveling up Mega Man. After you get the device, you can hack in to the hero's program using a visual programming language. You can screw up Mega Man big-time or eventually create a hero the likes of which the Web has never seen.

NEW CHIPS & VIRUSES

Newcomers will find a cyberworld teeming with viruses, which you'll defeat by giving Mega Man the appropriate Battle Chips. Returning NetBattlers will see new viruses and Battle Chips—and old viruses programmed to attack in new ways.

WHEN TECH ATTACKS!

The story of MMBN3 starts off in the usual setting, ACDC Town, where Mega Man's human operator, Lan, and his friends learn of an upcoming NetBattler championship. As they and their Navis prepare for the N1 Grand Prix, viral crime rears its ugly head.

ACDC TOWN MAP

1 FIELD TRIPS AND BATTLE FIELDS

You'll begin your long quest to prevent a world-threatening tech meltdown in the most unlikely of circumstances: a school field trip. Speak to everyone in the SciLab to begin a virus-busting battle tutorial.

2 EXPLORING THE SCHOOL

After the tutorial, you'll return to ACDC School. Before you can leave the classroom, you'll need to chat with all of your friends. You can interact with a wide variety of people and objects by pressing A. To send Mega Man into an electronic device to explore its part of the Internet, press R.

3 SEE YOU ON THE FLIPSIDE

Your friends will ask you to meet them in ACDC Park (in the real world). Not long after you rendezvous with them, a stranger in a cowboy hat will ask you to participate in the upcoming N1 Grand Prix. To enter the preliminaries, you'll need to send Mega Man to ACDC Square (on the Internet).

4 HOME IS WHERE THE HOME PAGE IS

To begin your journey to ACDC Square, you'll need to go home (to the house with the blue roof) and jack into your bedroom computer. After Mega Man has entered your home page, you can enter the ACDC cyberareas.

5 FOLLOW THE YELLOW-BYTE ROAD

To get to ACDC Square, go through the ACDC1, 2, 3 and 4 areas by following the yellow path. Along the way, you can find items and fight virus battles that occur randomly. Your health won't recharge after battles, so watch for power-ups and opportunities to replenish your health.

6 PRELIMINARY STEPS

Speak to the N1 official in ACDC Square to enter each of the three preliminary rounds. You'll need to answer three questions by fetching a True or False data bit from distant areas. (If you bring back the wrong data and answer incorrectly, you'll get a second chance to prove yourself.)

7 THE YAI'S THE LIMIT FOR WINNERS

After you pass the preliminaries, Yai will give you her YaiCode, which opens the security cube that blocks passage to her home page. Head home and chat with your mother before jacking back in to the Internet.

8 THE GANG'S ALL HERE

Yai will want everyone to meet at her home page to do homework. Send Mega Man to Yai's security cube in ACDC2. Use the YaiCode to breach the cube, then step onto the transfer portal inside to go to Yai's home page, where all of your friends' Navis are waiting. You'll learn that Dex has forgotten his disk at ACDC School.

9 BREAKING AND ENTERING

After someone has the bright idea to break into the school at night to get the disk, you'll need to leave the Internet to meet your friends at the school. The school's gate is locked, so you'll need to jack back in and direct Mega Man to ACDC2 to find a virtual key that will unlock the gate.

10 DEX'S LOST DISK

After Mega Man finds the key, jack back out and meet your friends inside the school. You'll learn that Dex doesn't know where his disk is within the school. A series of flashbacks point you toward the location—an animal cage in your classroom.

11 BUMP IN THE NIGHT

Once you find the disk, you and your friends will hear a noise in the school. It's coming from the teacher's lounge, an area near the school's front doors, which will no longer be locked. Enter the lounge—you and your friends will hear an intruder behind the door leading to the principal's office.

12 FRIENDS CAUGHT IN A FLASH FLOOD

When your friends rush into the office, you'll see a terrible scene unfold: A strange man tells Flash Man to send hypnotic light through a computer screen. Your friends will be mesmerized.

13 GEAR UP FOR YOUR FLASHY ENTRANCE

Before you can take on Flash Man, you'll need to check up on each of your hypnotized friends (and get the powerful Roll R Mega Chip from Mayl) then nab the light-reflecting parasol from the second classroom.

14 TIME FOR REFLECTION

To break Flash Man's hold on your friends, you'll need to defeat the binary boss. Enter the principal's office—you'll witness a scene in which you use the parasol to reflect Flash Man's hypnotic light back at the computer. Then you'll be able to jack Mega Man in to the computer.

15 LIGHT UP THE WEBSCAPE

The principal's parts of the Internet are too dark to find the key data in PC1 and the three passwords in PC2. To turn on a strobe, switch on real-world lights, first in the principal's office, then in the second classroom.

16 IN STEP WITH THE STROBES

After you turn on the strobe in each area, you'll need to comb the nearby paths for the keydata (and later, the three passwords). Don't run through a path too quickly, or you might not see the items when the strobe illuminates the area. After you unlock all passages, you'll have access to Flash Man at last.

FLASH MAN NP

With Lan in the real world and Mega Man on the Net, you'll face your first boss on the way to discovering who's infecting the Net.

FlashMan floods the field with electricity attacks. He'll pummel your side of the field with glowing globes and electrify some field tiles. Watch your step! To overcome his third attack—towers that electrify the entire field after several seconds—blast the towers before they release energy.

NETWORK WITH NETBATTLING FRIENDS

If you connect your Mega Man Battle Network 3 (White or Blue version) with a friend's MMBN3 Pak via the Game Boy Advance Game Link cable, you can access many of the game's multiplayer features.

LINK FOR BATTLE

Participate in different types of NetBattles to experience varying field challenges and victory prizes.

SURVIVAL NETBATTLES

In the fiercest kind of NetBattle, the victor doesn't regain HP at the start of every match.

MOD YOUR LIBRARY

Link with another player to update your library with listings for Battle Chips you haven't yet found.

TRADING TECHNOLOGY

You can trade Battle Chips (but not Giga Chips) and programs (after you get the Navi Customizer).

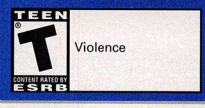
NAVIGATE AT YOUR OWN RISK

The story line of MMBN3 runs so deep and its Internet pathways are so labyrinthine that our strategy covers only the first steps you'll take. As you face ever-stronger N1 Grand Prix competitors, you'll discover that a dangerous scheme underlies the N1 plans. Prepare for the most savage NetBattles in the history of the MMBN series.

LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE

DINOTOPIA: THE SUNSTONE ODYSSEY
THE ITALIAN JOB
SPEED KINGS
SX SUPERSTAR
BUFFY THE VAMPIRE SLAYER: WRATH OF THE DARKHUL KING
JET GRIND RADIO
PIRATES OF THE CARIBBEAN: THE CURSE OF THE BLACK PEARL
THE SIMPSONS: ROAD RAGE
SPY KIDS 3-D: GAME OVER



DINOTOPIA: THE SUNSTONE ODYSSEY

This month's Title Wave takes you to the island of Dinotopia, where humans and dinosaurs attempt to cohabit peacefully. Based on the popular book series, the latest adventure game from TDK and Vicious Cycle boasts stunning graphics and a variety of missions.

POWER PLAY

Arm yourself with the land's best weaponry by completing various tasks. Your first objective is to recover the statue in the chest. Pull the lever to lower the bridge and reach the treasure. You will be rewarded with a stone mallet.

The villagers will inform you of critical tasks that you must accomplish throughout the island. Within each mission, you'll be presented with submissions that can lead to big rewards, such as armor and weapons.

Search every nook and cranny of the vast island to uncover power-ups and additional weapons. Don't be shy about wielding your axe to smash vases and crates—they usually contain items that will assist you on your journey.

It's easy to travel in Dinotopia. Ride the gondola to access separate sections of the island. Upon boarding the gondola, you must select your destination. You'll be transported across the island instantly.

Use your powerful axe to clear the path of enemies. Some bear keys that you'll use to unlock doors. If you want to collect all the keys, you'll have to eliminate every bad guy that stands in your way.

THE ITALIAN JOB

UK developer Climax—known for the popular Burnout series—has teamed with Eidos Interactive to deliver a high-speed, smash-'em-up racer based on the new hit movie, *The Italian Job*. Much like Burnout, the game features addictive, arcade-style controls and a lot of cool cars.

Ride on top of trucks and through cluttered warehouses in Stunt Driving mode, which challenges you to complete tricky courses within a short time limit.

Multiplayer Circuit mode allows you to compete against a friend on the crowded streets of L.A. If you get lost, use the radar to track down the next checkpoint.

Use the Time Trial feature to familiarize yourself with the layout of each course, and attempt to beat the best time for each track.

POWER PLAY

The game includes every MINI Cooper model imaginable, but there are plenty of other vehicles to take for a spin, such as armored trucks, police cars and cable-TV vans.

The meat of the game is Mission mode, which has you racing from location to location in step with the movie's story line. Use the radar to navigate toward your next destination. If you're feeling saucy, take a detour and perform stunts to earn bonus points—you'll find ramps in every level.

SPEED KINGS

The developers at Climax have been busy. This time, they deliver another adrenaline-pumping racer with their Burnout partner, Acclaim. Speed Kings combines simple controls and realistic physics in a blazing-fast game. You'll want to take it for a spin over and over again.

Hit the turbo button as you approach a jump to gain maximum distance and hang time. Pull off a few stunts while you're in the air to rebuild your Powerband. Employ your turbo on straightaways to soar ahead of the competition.

An oil truck in your way? No big deal. Hold the Powerdown button to slide under the annoying obstacle.

POWER PLAY

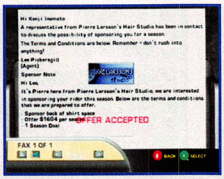
Doing a handstand while weaving through traffic at 180 mph is not an easy task, but performing stunts builds your Powerband, which will boost you to victory.

Can you hold a wheelie for 1,000 feet? Brush up on your skills in Trick Attack mode, which requires you to perform five stunts before time runs out. As you progress from level to level, the tricks get tougher and the time limit gets shorter. After mastering Trick Attack mode, use your new skills to fill the Powerband during circuit races.

TEEN
Mild Lyrics
Suggestive Themes
CONTENT RATED BY ESRB

SX SUPERSTAR

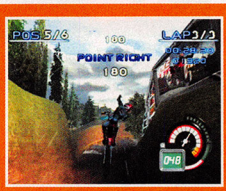
Prepare to downshift—we're moving from the pavement to the mud pits for another biking title from Acclaim and Climax, but it's the antithesis of Speed Kings. SX Superstar is down-and-dirty, off-road racing with huge jumps and an extensive trick system.



If you have a successful season, sponsors will beg you to sign a contract. You'll need the money to upgrade your bike and remain competitive.

Cut corners to gain an advantage in the race, but don't wander off the track for more than three seconds, or you'll return to the spot where you originally strayed.

Remember, this is off-road racing—there isn't always a clear path to follow. Checkpoints are scattered, forcing you to make sharp turns. Watch for the green arrow.



POWER PLAY

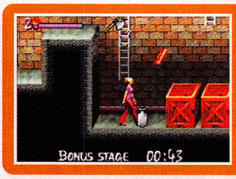
Performing stunts will pump up your turbo meter like it did in Speed Kings, but now the tricks are more complicated. Make sure you have enough air before attempting stunts.

In Single-player Championship mode, you play the role of a biker who competes in seasonal events. You live in a low-rent apartment with your hideous girlfriend, but your plan is to win enough money to move into a mansion and date a model. Along the way, you'll get plenty of advice from your agent, friends and parents.

TEEN
Mild Violence
CONTENT RATED BY ESRB

BUFFY THE VAMPIRE SLAYER: WRATH OF THE DARKHUL KING

Buffy no longer has her own television show, but the world-famous vampire slayer now has her own GBA title. On the surface, the game is a typical side-scrolling adventure, however die-hard fans of the TV series will instantly recognize the lively characters and witty dialogue. You can thank THQ for the latest nod to Buffy fandom.



POWER PLAY

Search each level for hidden bonus stages. Once inside, you'll have a limited amount of time to collect power-ups such as health and weapons. Break crates by pressing Down on the Control Pad while tapping the A Button.

Buffy can brandish anything from an axe to a crossbow. Stakes are particularly valuable—they allow her to pierce an enemy's heart.

Some switches are unreachable without the assistance of crates. Be sure to flip numbered switches in the correct order.

When faced with large gaps, look for a poll or wire to shimmy across. Blue diamonds each give you an extra life—collect all you find.

Smoke and fire often block critical items such as switches. Push nearby objects to smother the flames and clear a path.

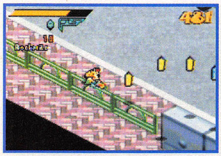
EVERYONE
E
CONTENT RATED BY ESRB
Violence

JET GRIND RADIO

Tokyo-To's funky inline-skating street gangs are making a colorful splash on GBA. Sega has teamed with THQ and Vicarious Visions to transport the classic console title to handheld format. All the wackiness from the original is intact, including DJ Professor K and his pirate radio station, Jet Set Radio.

POWER PLAY

As the game's disclaimer says, graffiti is an art, but graffiti as an act of vandalism is a crime. Jet Grind Radio gives you the chance to express yourself safely by creating your own artwork to use within the game.



Zip around the streets and collect spray cans. Each level prompts you to paint graffiti on all the marked spots.

Large areas require extensive artwork. The arrows at the bottom of the screen indicate which direction you need to spray.

Pause the game to explore the level map, which shows the areas you need to tag and the location of the patrolling police.

Jump off ramps to access upper floors. Many of the areas you must spray are above street level.

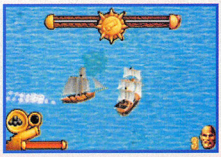
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

PIRATES OF THE CARIBBEAN: THE CURSE OF THE BLACK PEARL

TDK Mediactive's latest GBA adventure puts you in control of swashbuckling pirate Jack Sparrow, whose ship has been hijacked by the evil Captain Barbossa. After Jack is forced to walk the plank, he washes ashore on an unfamiliar island. You must help Jack exact revenge.

Like all pirates, you're looking for buried treasure. You'll need a map to find it. Jack already has the first portion of Barbossa's map, but he must uncover the other pieces.

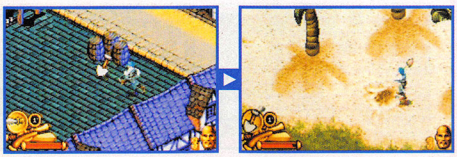
You're not very popular in the town of Port Royal. Fend off jealous locals with your sword. Tap A to execute a quick strike and B for a lunging jab. Remember, you're more vulnerable when you lunge.



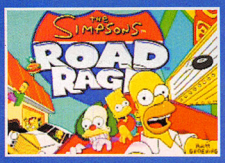
After you've obtained enough money to buy a ship, you can take to the sea and destroy merchant vessels. Sail parallel to enemies and use L and R to fire the cannons on the left and right sides (respectively) of your ship.

POWER PLAY

Jack begins the game with a mere sword, but he'll need advanced weapons to defeat Barbossa's gang. The problem is, Jack has no money. Complete missions to earn valuable upgrades.



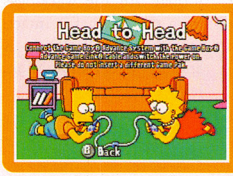
When a mission puzzles you, stop and ask villagers for advice. To find the first treasure, head to the market in the southeast corner of town and collect the spade. Then travel to the beach in the northwest corner and dig up the treasure amid the three trees. You'll receive the flintlock pistol in reward.



EVERYONE
E
CONTENT RATED BY ESRB

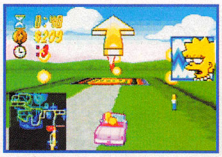
THE SIMPSONS: ROAD RAGE

The Simpsons have been smashing up Springfield ever since the 2001 console release of Road Rage. THQ has brought the high-speed cartoon antics to the GBA. Simpsons fans will relish the game's details—much of Springfield's citizenry is included (even bit players such as Jasper and Moleman) in the game's six locales.



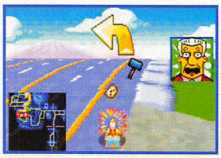
POWER PLAY

Link two GBAs and compete against a friend in Road Rage mode. The goal is to drop passengers at their destinations faster than your competition can. Forget the rules of the road—street signs and stoplights are meaningless.



Much like the classic Crazy Taxi, single-player Road Rage mode challenges you to pick up passengers and drop them off at their destination in the time alotted.

In Performance mode, your goal is to keep your passengers happy. Some characters, like Bart and Snake, are easy to please. For a real test, try driving the cranky Edna Krabappel.



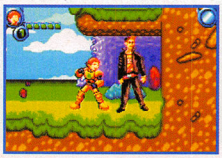
Become familiar with Springfield's streets in Sunday Drive mode. Practice dropping off passengers in limited traffic and without a time limit. Stay on pavement and dirt roads.

Help your Simpsons pals achieve their goals before the clock runs out in Mission mode. You'll encounter an array of odd tasks, from smashing mailboxes to bouncing across clouds.

EVERYONE
E
Violence
CONTENT RATED BY ESRB

SPY KIDS 3-D: GAME OVER

Another summer movie brings another fun GBA title from Disney Interactive. Assume the role of OSS agent Juni as he attempts to rescue his sister from the Toy Maker's video game. The adventure spans four unique worlds—Platform, Robocon, Lava and Mega Racer—each of which has 12 levels.



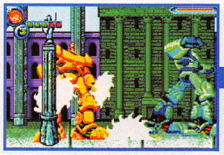
The evil Toy Maker has created a complex video game and trapped your family inside. You must navigate through the tricky levels to rescue your loved ones. Start by finding Grandpa in Platform World.

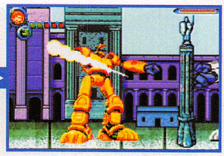
The game is designed for kids, but the levels remain challenging. Five hits will cost you a life, so you must constantly search for health power-ups and extra lives. Find key cards to unlock doors.

You won't get very far using basic skills. As you complete levels, you'll earn special abilities such as super jumps and combo attacks.

POWER PLAY

Both the movie and the GBA game feature 3-D effects. As you progress through the levels, you can collect cards that jump to life when you view them with 3-D glasses (packaged with the game).





In Robocon World, Juni sits atop an enormous robot and battles other mechanical creatures. The robots are slow-moving, but they pack a powerful punch. After you smash an enemy robot to pieces, try to acquire its abilities by picking up its parts. If your robot gains a weapon, press the L Button to fire at opponents.

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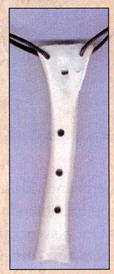

Eagle Bone Flute

Pendant Ocarina

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES SEPTEMBER 2003

EXCELLENT ★★★★★ GREAT ★★★★ GOOD ★★★ SO-SO ★★ POOR

MARIO GOLF: TOADSTOOL TOUR

Join the Mushroom Kingdom gang for a swinging good time on the links.

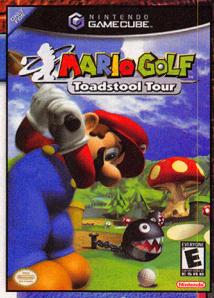
The Mushroom Kingdom's good sports and villains join for a variety-packed swing-a-thon in Nintendo's Mario Golf: Toadstool Tour. Up to four players can select from multiple familiar characters and participate in a tournament, doubles action, Match play, Stroke play, minigames, a closest-to-the-pin contest and Ring Shot, Slots and Coin Shot competitions.

The action takes place on a variety of 18-hole courses. Some courses follow the real-world model of fairways, greens and bunkers, but most courses have a Mushroom Kingdom twist—ancient ruins, lava, beaches, castles and craggy cliffs. The challenge for some holes is to plot a route to the pin, since you must make your way around obstacles and to the top of high peaks.

The camera, club selection, shot selection and swing control are easy to learn and very responsive. If you don't want to slice or hook the ball, you can have the computer finish your swing for you automatically. You can also adjust for power and approach shots.

The eye-catching and colorful graphics are just as you would expect in a game that takes place in the Mushroom Kingdom. The music is playful and the characters are tons of fun.

COMMENTS: Scott—Mario's latest trip to the links offers fun, variety and challenges, along with some hazards you're not likely to see outside the Mushroom Kingdom. It's a great party game, too, because just about every mode has a multiplayer option. Steve—Toadstool Tour features a wealth of characters, interesting course design and surprisingly deep game play. Alan—Some of the courses are very creative, and the sheer number of game options should keep players busy for a while.

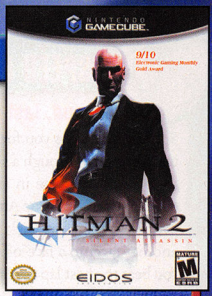


- Nintendo 11
- 1 to 4 players simultaneously

ALAN ★★★★
GEORGE ★★★★
JESSICA ★★★★
SCOTT ★★★★½
STEVE ★★★★½

HITMAN 2: SILENT ASSASSIN

The actions of assassin Mr. 47 earn accolades and an M rating.



- Eidos 59
- 1 player

ALAN ★★★★½
JESSICA ★★★★½
SCOTT ★★★★
STEVE ★★★★½
STEVEN ★★★★½

MATURE 17+ M CONTENT RATED BY ESRB
Blood
Strong Sexual Content
Violence

A genetically engineered assassin is forced out of retirement by gangsters and his former employer in the compelling and violent Hitman 2: Silent Assassin from Eidos. As you guide Mr. 47 through 20 open-ended missions, you can sneak through the large environments and subdue enemies with chloroform and fiber wire, or you can run and gun, blasting everything in your path.

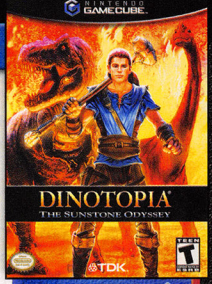
Although the aggressive approach works, you'll have more fun by trying to earn the title of Silent Assassin—figuring out how to get through the missions unnoticed, without alarming the guards and villains that populate the game's underworld locations. Do you knock out a delivery man, take his uniform and infiltrate the mission area in disguise, or slink through the shadows and nullify targets using silenced weapons? The missions are designed to accommodate creative solutions, and the computer-controlled characters respond to your actions believably.

The graphics are clean and detailed, and the excellent cinematic scenes and voice acting will engage you. Play control is tight, too, but the character turns slowly, making it difficult to react when enemies sneak up behind you.

COMMENTS: **Jessica**—Gorgeous graphics and beautifully orchestrated music set the perfect mood for this amazing game. The open mission layout forces you to strategize, rather than simply running in with guns blazing. **Steve**—The game's brilliant level design allows you to be creative in accomplishing your goals. **Scott**—Hitman 2 provides a cinematic experience with superior production values. I'd recommend it to any mature gamer who loves stealth and a good yarn. **Alan**—Definitely worth a look for fans of Splinter Cell and other nonlinear action titles.

DINOTOPIA: THE SUNSTONE ODYSSEY

Become a guardian of Dinotopia in TDK's ageless adventure.



- TDK Mediactive 1
- 1 player

ALAN ★½
GEORGE ★★★
JESSICA ★★½
SCOTT ★★★½
STEVE ★½

TEEN T CONTENT RATED BY ESRB
Violence

James Gurney's Dinotopia comes to life on the GCN with an adventure that captures the look and feel of the popular books. Stepping into the shoes of Drake Gemini, you must protect the land's dinosaurs from the Outsiders, a group of creature-hunting humans that includes Drake's brother, Jacob, among their ranks.

You'll begin the game with a staff, a wooden mallet head and a Sunstone counterweight. By doing favors for the land's three sages, you can earn more-powerful mallet heads and additional Sunstones, which carry magical properties. Fighting instructor Castor Pollux will start you off with some basic attacks and teach you more moves as you advance. You can stun enemies by throwing Hobi Peppers and Swamp Rocks.

Although you'll occasionally fly on the back of a Skybax, you'll explore most of the game's 24 sprawling levels on foot. Since the branching paths tend to look similar to each other, it's easy to get lost.

The play control is responsive and the battles are fun, but you must constantly adjust the camera manually to make sure you can see what your character is looking at.

COMMENTS: **Steven**—A valiant video game effort that bites off far more of Gurney's literary landscape than it can chew. **George**—The graphics are top-notch and the game has a strong Dinotopian atmosphere, but the adventure elements are bland and uninspired. **Steve**—It suffers from lackluster visuals, sluggish controls and an overabundance of fetch quests. **Jessica**—The graphics and music are nice, but the game objectives can be uninteresting. This is a game for people who enjoy a slow-paced adventure, rather than an action-packed experience. **Alan**—Good grief! This game is soooo boring! If it were a dinosaur, it would be called Snorasaurus.

SPEED KINGS

Loud, fast and out of control—Acclaim's slick Speed Kings rules.

Speed Kings takes you for a thrill ride that never lets up. You can fly through a single race on your choice of 18 tracks, participate in six three-race meets, go for course records in Time Attack mode, test your stunt-performing skills in Trick Attack mode and challenge another racer to a face-off in Head-to-Head mode. If you beat the best lap times, you'll unlock a super-competitive grand prix.

Tricks give you speed. By surfing on your bike, pulling off a handstand or executing an Endo, you'll fill your Powerband. When it tops out, you can take off for a screaming burst of two-wheeled power. Skid under low-to-the-ground obstacles, punch or kick to knock competitors off their bikes and take your chances on the wrong side of the road. Speed Kings doesn't miss a trick.

The bikes move so fast and the streets are so crowded that you often won't know what hit you until you're flat on the pavement. No matter how practiced you are, you'll spend a lot of time on the ground. After a few spills, you might wish for less speed and more control.

COMMENTS: **George**—Speed Kings gets very close to racing greatness, but it misses by a hair. It just doesn't have the cool finishing touches of Acclaim's Burnout games. **Scott**—The intense action and insane sense of speed and danger really come through. I got even more of a rush than with SK's four-wheeled brother, Burnout. **Alan**—It's no Burnout, but it is a fun little motorcycle game. I don't like how you have to bump against other vehicles as a mission objective, but control is spot-on. **Jessica**—The flashy graphics and cool music add to the hip feel of Speed Kings. The control is tight and perfectly suited to the fast-paced races.

- Acclaim
- 2
- 1 to 4 players simultaneously

ALAN
GEORGE
JESSICA
SCOTT
STEVEN

EVERYONE
E
CONTENT RATED BY ESRB

SX SUPERSTAR

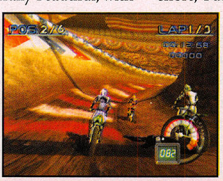
Live the dirt-bike lifestyle—race for cash, glory and bigger digs.

If the street-bike scene of Speed Kings doesn't get your motor revving, you can go from rags to riches in dirt-bike delight with Acclaim's SX Superstar. You'll begin with a bare-bones bike and an empty bank account in Career mode and gain wealth and sponsorships as you win races. The more money you accumulate, the better bikes you can buy. Between races, you can listen to messages from your manager and accept or decline deals. You can also purchase items and switch bikes. The lifestyle angle adds a lot of character, but the load times between screens are excruciatingly long.

Twenty tracks, ranging from tight arena courses to open Baja runs, offer obstacles and natural hazards. The Baja courses are big and naturally beautiful, with realistic-looking streams, trees, rocks and trails, but it's very easy to get lost. If you make one wrong turn, you might as well write off your chances for a win.

The real-feeling physics contribute to the game's high fun factor. The complex trick system, however, leaves something to be desired—you never seem to get enough air to pull off a good trick.

SX Superstar is a mixed bag of highs and lows, but worth checking out for supercross fans.



COMMENTS: **Scott**—The trick system isn't particularly satisfying and the graphics are pretty standard. The soundtrack is good, but the muted whine of the bikes is just annoying. **Steven**—A good motocross effort, but it lacks mud-puddle-gutting physics and graphics thrill. **Jessica**—The control is a little unwieldy at times and takes some getting used to. **Steve**—The Championship mode contains some neat ideas, but the experience is hampered by a primitive racing engine. **George**—It's not perfect by any means, but I find it hard to stop playing—always a good sign.

- Acclaim
- 3
- 1 to 2 players simultaneously

GEORGE
JESSICA
SCOTT
STEVE
STEVEN

TEEN
T
CONTENT RATED BY ESRB
Mild Lyrics
Suggestive Themes

THE ITALIAN JOB

- Eidos
- 1 to 2 players simultaneously

TEEN — Mild Violence

Criminals zip through the streets of Los Angeles in a stunt-driving spectacle that borrows images from the 1969 film *The Italian Job*, and this year's remake. In addition to a mission-based adventure that follows the newer film's plot, the game presents circuit racing on six courses and stunt driving in four areas. Play control is tight and the action is intense, but the course design is unforgiving. If you make a single mistake, you'll lose.

ALAN
GEORGE
JESSICA
SCOTT
STEVEN

BUFFY THE VAMPIRE SLAYER: WRATH OF THE DARKHUL KING

- THQ/32 Megabits
- 1 player

TEEN — Mild Violence

The Darkhul King has risen, and he is causing havoc in the modern world in Buffy the Vampire Slayer's GBA debut. The characters and environments look great, and the story and dialogue are pure Buffy. The vampire slayer can run, jump, kick, punch and defeat enemies by stabbing them with wooden stakes, but her actions are stiff and the play control is often slow to respond, making tense situations frustrating.

ALAN
GEORGE
JESSICA
SCOTT
STEVEN

JET GRIND RADIO

- THQ/64 Megabits
- 1 to 4 players
- Multi-Pak Game Link

EVERYONE — Violence

DJ Professor K provides the beats for a hip-hopping inline-skating adventure. Collect spray cans in the neighborhoods of Tokyo-To and tag buses, billboards and walls as you run from the authorities. Up to four linked players can participate in races, freestyle events and timed tagging sessions. The stylized graphics have a love-them-or-hate-them quality, but the animation is smooth and the music grooves.

ALAN
GEORGE
JESSICA
SCOTT
STEVEN

PIRATES OF THE CARIBBEAN: THE CURSE OF THE BLACK PEARL

- TDK Mediactive/64 Megabits
- 1 player

EVERYONE — Mild Violence

Live the life of scalawag Jack Sparrow in TDK's seafaring isometric-view adventure based on the *Pirates of the Caribbean* film. The game's 20 missions include swordfighting, digging for treasure, engaging in large-scale ship battles and collecting a lot of coins. At times, the game seems to focus more on mundane wandering around than on interesting pirate activity, but the action picks up as the story progresses.

ALAN
CHRIS
GEORGE
JESSICA
SCOTT

THE SIMPSONS: ROAD RAGE

- THQ/64 Megabits
- 1 to 2 player simultaneously
- Multi-Pak Game Link

EVERYONE

Although the GBA version of The Simpsons: Road Rage has the same cool features as the GCN version—Crazy Taxi-like Road Rage mode, Sunday Drive mode and Mission mode—the game loses quite a bit in the translation. The streets are wider and less packed with Simpsons landmarks, and none of the characters deliver their signature phrases. However, the new plow-down-everything Performance mode is a fun addition.

ALAN
GEORGE
JESSICA
SCOTT
STEVEN

SPY KIDS 3-D: GAME OVER

- Disney Interactive/64 Megabits
- 1 player

EVERYONE — Violence

Lacking the sophistication of the *Spy Kids* films, the GBA adaptation of Spy Kids 3-D: Game Over is a side-scrolling platformer with cartoonish graphics and a variety of play styles. As you guide Juni through the evil Toy Maker's world, you'll travel on foot, race on a motorized cycle and operate a giant robot. Your success will unlock 3-D images, which you can view using red-and-blue filter 3-D glasses.

ALAN
CHRIS
GEORGE
JESSICA
SCOTT

A SOUND OF THUNDER

- BAM!/64 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

TEEN T — Violence — CONTENT RATED BY ESRB

Based on the Ray Bradbury short story and upcoming film, A Sound of Thunder tells the story of a time-traveling game hunter and his battles with creatures who have followed him to the present day. Although the 11-stage Story mode is fun, the enemies are uninspired and easy to defeat. The game really shines in the seven multiplayer battle arenas, however. Four linked players can compete using a single Game Pak.

ALAN ★★★½
GEORGE ★★½
JESSICA ★½
STEVE ★★
STEVEN ★★

CORVETTE

- TDK Mediactive/64 Megabits
- 1 to 4 players
- Multi-Pak Game Link

EVERYONE E — CONTENT RATED BY ESRB

The Corvette celebrates its 50th anniversary with a cross-country racer showcasing eight classic models—from 1953 to 1997. You can race in eight regional rallies or participate in a grand prix. The tracks are winding, but flat, and there is a lot of clipping on the horizon. Fortunately, the cars look great and you can unlock even nicer-looking Corvette shots in the game's gallery.

ALAN ★★★★½
GEORGE ★★½
JESSICA ★★★
STEVE ★½
STEVEN ★★★

DISNEY'S EXTREME SKATE ADVENTURE

- Activision/64 Megabits
- 1 to 2 players alternating

EVERYONE E — CONTENT RATED BY ESRB

Seven characters from three of Disney's best animated features—*Toy Story*, *The Lion King* and *Disney's Tarzan*—skate to achieve goals in movie-themed locations. The overhead view and responsive play control recall Activision's Tony Hawk games for the GBA, though the trick controls are slightly simpler to appeal to a younger audience. The graphics and animation are top-notch.

ALAN ★★★
GEORGE ★★★½
JESSICA ★★★½
SCOTT ★★★½
STEVE ★★★

DROME RACERS

- THQ/64 Megabits
- 1 to 4 players
- Multi-Pak Game Link

EVERYONE E — CONTENT RATED BY ESRB

Superfast cars blaze though raceways and off-road courses in THQ's Drome Racers. While competing for the championship, you'll join one of six racing teams, participate in first-person-perspective dragster qualifying heats, then take to the game's 18 tracks for full-blown races. Victories will earn you upgrades for your car. The graphics are sparse, but the courses are well-designed, with lots of curves and hills.

ALAN ★★★½
GEORGE ★★★½
JESSICA ★★½
SCOTT ★★★½
STEVEN ★★★½

FREEKSTYLE

- Destination Software/ 64 Megabits
- 1 to 4 players
- Multi-Pak Game Link

EVERYONE E — CONTENT RATED BY ESRB

Adrenaline-charged motocross hits the GBA running in Destination Software's adaptation of EA Sports Big's Freekstyle. The bikes and their riders are small and their tricks are hard to read, but the faraway overhead view of the action allows you ample time to plan your moves. Eight great racers, tons of ripping bikes and the rocking tunes, complete with vocal tracks, give the game a cool edge.

ALAN ★★★
GEORGE ★★★
JESSICA ★★★½
SCOTT ★★★
STEVEN ★★★½

MONSTER TRUCK MADNESS

- THQ/32 Megabits
- 1 to 4 players simultaneously

EVERYONE E — CONTENT RATED BY ESRB

The excellent 3-D driving engine for THQ's Monster Truck Madness offers a smooth frame rate and a genuine feeling of speed. Choose between 10 mighty monster trucks to race on dirt, in mud, over pavement and through obstacles on 30 tracks. The courses are littered with pickups—bombs, glue and nitro. Steering is a tad touchy and the racing options are very limited, but the game is a fun addition to the GBA racing library.

ALAN ★★★★½
GEORGE ★★★½
JESSICA ★★★
SCOTT ★★★
STEVEN ★★★★

MORTAL KOMBAT: TOURNAMENT EDITION

- Midway/128 Megabits
- 1 to 4 players
- Multi-Pak Game Link

MATURE 17+ — Blood, Violence

Exclusive characters, tag-team matches, four-player tournaments, a betting feature and new battlegrounds make Mortal Kombat: Tournament Edition the best MK game yet for the GBA. The animation is a little choppy and the graphics are often pixelated, but the action is nonstop and the play control is tight and responsive. The game is compatible with Mortal Kombat: Deadly Alliance for linked battles.

ALAN ★★★
GEORGE ★★★★
JESSICA ★★½
SCOTT ★★★½
STEVEN ★★★½

POLLY POCKET!: SUPER SPLASH ISLAND

- Vivendi Universal Games/ 32 Megabits
- 1 to 2 players alternating

EVERYONE

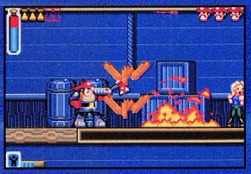
Small doll Polly Pocket leads her pals to the pocket-sized game format in a collection of seven minigames with a water-park theme. The games range from fast and fun (a jet-boat race and a river rapids run) to slow and confusing (water-pistol and bumper-boats competitions with awkward controls). Two players take turns then compare scores. If you find hidden bonuses, you can give the characters new outfits.

CHRIS ★★½
GEORGE ★★½
JESSICA ★★
SCOTT ★★½
STEVEN ★★

RESCUE HEROES BILLY BLAZES

- Vivendi Universal Games/ 32 Megabits
- 1 to 2 players alternating

EVERYONE



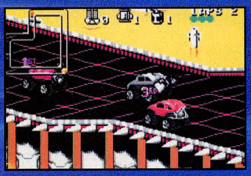
Fisher-Price's firefighting hero Billy Blazes comes to the aid of children and woodland creatures in a fun, action-packed platform game with colorful graphics and a large character. By using a hose, axes, a ladder and a grappling hook, you can guide Billy through four fiery environments, breaking obstacles and extinguishing flames. Between adventure levels, you'll pilot a helicopter or drive a vehicle to collect power-giving tokens.

ALAN ★★★★
GEORGE ★★★★½
JESSICA ★★★★
STEVE ★★★½
STEVEN ★★★★½

ROCK 'N' ROLL RACING

- Blizzard Classic Arcade/ 32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE — Mild Violence



Instrumental versions of classic rock songs such as "Bad to the Bone" and "Born to Be Wild" provide the soundtrack to Blizzard's Rock 'n' Roll racing, a fast but very simple fixed-angle racer with limited graphic appeal. Select from six drivers—each affects your car's handling—then take off. Victory will earn you cash for car upgrades and points to move up the ranks.

ALAN ★★★½
GEORGE ★★½
JESSICA ★★★
SCOTT ★★★★
STEVE ★★★½

ROCKET POWER: ZERO GRAVITY ZONE

- THQ/64 Megabits
- 1 to 2 players
- Multi-Pak Game Link

EVERYONE

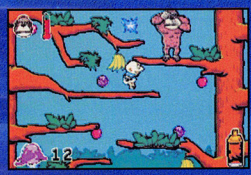
The Rocket Power gang rolls through an eight-environment skate park in Rocket Power: Zero Gravity Zone. Select from five characters, then find items and accomplish goals to earn cash and unlock areas. You can use your earnings to upgrade your skater's abilities. The graphics are clear, but not incredibly detailed. Although the control scheme is simple, environmental navigation is difficult and confusing.

GEORGE ★★½
JESSICA ★★½
SCOTT ★★★
STEVE ★★
STEVEN ★★½

THE RUGRATS GO WILD

- THQ/32 Megabits
- 1 player

EVERYONE — Comic Mischief



The Rugrats meet the Thornberrys on a deserted island in the GBA adaptation of the latest *Rugrats* movie. The game mixes overhead-view exploration and driving levels with action-oriented side-scrolling levels that are needlessly difficult because of slow-to-respond controls. The graphics have a distinct Rugrats look. You'll be able to guide both *Rugrats* characters and *Wild Thornberrys* characters as you progress.

ALAN ★★
GEORGE ★★
JESSICA ★★
STEVE ★½
STEVEN ★★★

SHREK: REEKIN' HAVOC

- TDK Mediactive/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Shrek's second GBA side-scroller is just as much fun as Shrek: Hassle at the Castle. When the ghost of Lord Farquaad takes control over fairytale creatures, such as Pinocchio and the Big Bad Wolf, Shrek and Princess Fiona decide to set things right by fighting Farquaad's followers in six huge levels. The game employs more searching and item-use than its predecessor, but the focus is still on frantic fighting.

ALAN ★★★½
GEORGE ★★★★½
JESSICA ★★★★
SCOTT ★★★½
STEVEN ★★★★

SPIRITS & SPELLS

- Dreamcatcher/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

Two costumed kids, each with unique abilities, take off for a Halloween-themed, platform adventure in Spirits & Spells. Alicia, the witch, jumps far and floats as she falls. Greg, the devil, can perform a double jump. Both characters can cast magic when they collect enough stars. The colorful graphics are reminiscent of the art of Maurice Sendak, and the action is fast-paced and suitably challenging for young players.

ALAN ★★★★
GEORGE ★★★★½
JESSICA ★★★★
SCOTT ★★★½
STEVEN ★★★★

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

- Activision/64 Megabits
- 1 to 4 players alternating

EVERYONE E CONTENT RATED BY ESRB

Seven pro wakeboarders rip through six obstacle courses in Activision's fast, fun and extreme Wakeboarding Unleashed. Perform flips, grinds, manuals and ollies as you head for a high score and a gold medal. Career mode mixes objective-oriented courses with competitions. Multiplayer mode offers Trick Attack, Balloon Burst and HORSE events. The graphics are clear and the control system is intuitive.

ALAN ★★★★
GEORGE ★★★★
JESSICA ★★★★½
SCOTT ★★★
STEVE ★★★★½

KEY

GCN — GBA — GBC — 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE — ARCADE — FIGHTING — PLATFORM — PUZZLE — RPG — RACING — SHOOTER — SPORTS — STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EARLY CHILDHOOD eC — Early Childhood
- EVERYONE E — Everyone
- TEEN T — Teen (13+)
- MATURE 17+ M — Mature (17+)
- ADULTS ONLY 18+ AO — Adult (18+)
- RATING PENDING RP — Rating Pending

To contact the ESRB, visit www.esrb.com or call 1-800-771-3772.

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THE CURSE OF THE BLACK PEARL

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Live like a pirate – you must fight to survive

Fight enemy ships as you search for lost treasure

EVERYONE E MILD VIOLENCE ESRB

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THE NINDEX

GAME INDEX VOLUME 171—SEPTEMBER 2003

A Sound of Thunder: 138
Advance Wars 2: Black Hole Rising: 114-123
All-Star Baseball 2004: 62
Animal Crossing: 112
Auto Modellista: 103
Ballistic: Ecks vs. Sever: 62
Battlebots: Design and Destroy: 24
Beyond Good & Evil: 21
Big Mutha Truckers: 24
Billy Hatcher & the Giant Egg: 70-73
Boktai: The Sun Is in Your Hand: 24
Bruce Lee: Return of the Legend: 59
Buffy the Vampire Slayer: Chaos Bleeds: 21
Buffy the Vampire Slayer: Wrath of the Darkhul King: 130, 137
Charlie's Angels: 24
Corvette: 138
Digimon Battlespirit 2: 23
Dinotopia: The Sunstone Odyssey: 128, 135
Disney's Aladdin: 103
Disney's Extreme Skate Adventure: 138
Disney's Magical Quest 2 Starring Mickey and Minnie: 103
Drome Racers: 138
Enter the Matrix: 84-91
Eternal Darkness: Sanity's Requiem: 113
F-Zero GX: 29
Final Fantasy Tactics Advance: 30-39
Freekstyle: 138
Gladius: 50
Go! Go! Hypergrind: 22
Golden Sun: The Lost Age: 62
Gotcha Force: 102
Grooverider: Slot Car Thunder: 24
Harvest Moon: Friends of Mineral Town: 93-96
High Heat MLB 2004: 74-75
Hitman 2: Silent Assassin: 64-69, 135
The Hobbit: 23
The Italian Job: 129, 137
James Bond 007: Everything or Nothing: 25
Jet Grind Radio: 131, 137
Killer 7: 103
Kirby Air Ride: 25
The Legend of Zelda: The Wind Waker: 113
Looney Tunes: Back in Action: 21
Madden NFL 2004: 76-77
Mario Golf: Toadstool Tour: 29, 42-49, 134
Mega Man Battle Network 3: Blue & White Versions: 124-127
Mega Man Zero 2: 102
Monster Truck Madness: 138
Mortal Kombat: Tournament Edition: 139
NBA Street Vol. 2: 58
NCAA Football 2004: 78-79
Onimusha Tactics: 101
Pirates of the Caribbean: The Curse of the Black Pearl: 131, 137
P.N. 03: 101
Pokémon Pinball: Ruby & Sapphire: 104-107
Pokémon Ruby: 110
Pokémon Sapphire: 110
Pokémon-e TCG: 108-109
Polly Pocket: Super Splash Island: 139
The Powerpuff Girls: Relish Rampage: 24
Prince of Persia: The Sands of Time: 22
R: Racing Evolution: 21
Rescue Heroes: 139
Resident Evil 4: 103
Resident Evil Zero: 113
Rock 'n' Roll Racing: 139
Rocket Power: Zero Gravity Zone: 139
The Rugrats Go Wild: 139
Shrek: Reekin' Havoc: 140
The Simpsons: Hit & Run: 80-83
The Simpsons: Road Rage (GBA): 132, 137
Soul Calibur II: 52-56
Speed Kings: 129, 136
Spirits & Spells (GCN): 21
Spirits & Spells (GBA): 140
Spy Kids 3-D: Game Over: 132, 137
SSX 3: 24
SX Superstar: 130, 136
Terminator 3: Rise of the Machines: 24
Tom Clancy's Splinter Cell (GCN): 113
Ultimate Beach Soccer: 24
Viewtiful Joe: 100
Wakeboarding Unleashed Featuring Shaun Murray: 140
Wallace & Gromit in Project Zoo: 22
XIII: 25
X2: Wolverine's Revenge (GCN): 60-61
X2: Wolverine's Revenge (GBA): 62

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ADVENTURE
Army Men: Air Combat "The Elite Missions"
Batman Dark Tomorrow
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Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Robotech: BattleCry
Rocket Power: Beach Bandits
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King: Rise of the Akkadian
Sonic Adventure 2: Battle
Sonic Adventure DX: Director's Cut
Spider-Man
SpyHunter
Star Fox Adventures
Star Wars Bounty Hunter
Star Wars: The Clone Wars
Star Wars Rogue Squadron II: Rogue Leader
Superman: Shadow of Apokolips
Tom Clancy's Splinter Cell
Universal Studios Theme Parks Adventure
Wario World
X2: Wolverine's Revenge
Zapper

ARCADE/PARTY
Defender
Disney/Pixar's Monster's Inc.: Scream Arena
Dragon's Lair 3D
Gauntlet: Dark Legacy
Hunter: The Reckoning
Ikaruga
Mario Party 4
Mary-Kate & Ashley Sweet 16: Licensed to Drive
Monopoly Party
Namco Museum
Nickelodeon Party Blast
Pac-Man Fever
Rayman Arena
Shrek Super Party
Sonic Mega Collection
Super Monkey Ball
Super Monkey Ball 2
Top Gun: Combat Zones

FIGHTING
Bloody Roar: Primal Fury
Capcom vs. SNK 2: EO
Def Jam Vendetta
Godzilla: Destroy All Monsters Melee
Legends of Wrestling
Legends of Wrestling II
Mortal Kombat: Deadly Alliance
Super Smash Bros. Melee
UFC Throwdown
Ultimate Muscle: Legends vs. New Generations
WWE Wrestlemania X8
X-Men: Next Dimension

PLATFORM
Bomberman Generation
Crash Bandicoot: The Wrath of Cortex
Darkened Skye
Disney's Donald Duck: Goin' Quackers
Disney's PK: Out of the Shadows
Frogger Beyond
Mega Man Network Transmission
Pac-Man World 2
Rayman 3: Hoodlum Havoc
Rugrats: Royal Ransom
Shrek: Extra Large
SpongeBob SquarePants: Revenge of the Flying Dutchman
Spyro: Enter the Dragonfly
Super Mario Sunshine
Taz: Wanted
Ty the Tasmanian Tiger
Vexx

PUZZLE
Bust-a-Move 3000
Egg Mania: Eggstreme Madness
Super Bubble Pop
Tetris Worlds
ZooCube

RACING
18 Wheeler: American Pro Trucker
4 x 4 EVO 2
ATV: Quad Power Racing 2
Burnout
Burnout 2: Point of Impact
Cel Damage
City Racer
Crazy Taxi
Dakar 2: The World's Ultimate Rally
Driven
Extreme G 3
F1 2002
Freekstyle
Hot Wheels: Velocity X
Jeremy McGrath Supercross World
Mat Hoffman's Pro BMX 2
Monster Jam: Maximum Destruction
MX SuperFly
NASCAR: Dirt to Daytona
NASCAR Thunder 2003
Need for Speed: Hot Pursuit 2
Pro Rally 2002
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
Speed Kings
Tube Slider
Wave Race: Blue Storm
Wreckless: The Yakuza Missions
WWE Crush Hour

RPG
Animal Crossing
Baldur's Gate: Dark Alliance
Cubivore
Evolution Worlds
Lost Kingdoms
Lost Kingdoms II
Phantasy Star Online Episode I & II
The Sims
Skies of Arcadia Legends
Summoner: A Goddess Reborn

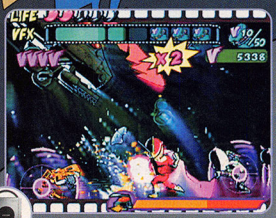
SHOOTER
Dead to Rights
Die Hard: Vendetta
James Bond 007: Agent under Fire
James Bond 007: NightFire
Medal of Honor: Frontline
Men in Black II: Alien Escape
Red Faction II
Star Wars Jedi Knight II: Jedi Outcast
Tom Clancy's Ghost Recon
Tom Clancy's The Sum of All Fears
TimeSplitters 2
Turok: Evolution

SPORTS
2002 FIFA World Cup
Aggressive Inline
All-Star Baseball 2002
All-Star Baseball 2003
All-Star Baseball 2004
Backyard Baseball
Backyard Football
Beach Spikers
Big Air Freestyle
Black & Bruised
BMX XXX
Dark Summit
Dave Mirra Freestyle BMX 2
Disney Sports Football
Disney Sports Skateboarding
Disney Sports Soccer
ESPN International Winter Sports 2002
ESPN MLS ExtraTime 2002
Evolution Skateboarding
Evolution Snowboarding
FIFA Soccer 2002
FIFA Soccer 2003
Home Run KING
Kelly Slater's Pro Surfer
Knockout Kings 2003
Madden NFL 2002
Madden NFL 2003
MLB SlugFest 20-03
NBA 2K2
NBA 2K3
NBA Courtside 2002
NBA Live 2003
NBA Street
NBA Street Vol. 2
NCAA College Basketball 2K3
NCAA College Football 2K3
NCAA Football 2003
NFL 2K3
NFL Blitz 20-02
NFL Blitz 20-03
NFL QB Club 2002
NHL 2003
NHL 2K3
NHL Hitz 20-02
NHL Hitz 20-03
Outlaw Golf
RedCard 20-03
Rocky
Sega Soccer Slam
SSX Tricky
Street Hoops
Swingerz Golf
Tiger Woods PGA Tour 2003
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Virtua Striker 2002
Whirl Tour
WTA Tour Tennis

NEXT ISSUE

VOLUME 172 — OCTOBER 2003

It's a Viewtiful Day in the Neighborhood



Viewtiful Joe

He's the newest, and soon to be the best, superhero on the block, and Capcom's bringing him only to the GCN. Next issue, we'll go high-speed and slow-mo with Viewtiful Joe—one of the must-own games of 2003.

More Nintendo GameCube Exclusives

By year-end, GCN owners will have plenty of exclusive games to brag about. Two treasures on the near horizon will kick off the season of big exclusives: the superhot P.N. 03 and the wildly inventive Billy Hatcher and the Giant Egg!

P.N. 03

Billy Hatcher and the Giant Egg

Great Previews and Reviews

F-Zero GX

Metal Gear Solid: The Twin Snakes

1080°: Avalanche

Soul Calibur II

Where the Action's AT-AT

Another huge GCN exclusive—*Star Wars* Rogue Squadron III: Rebel Strike—is shaping up to be the best *Star Wars* game ever. Next issue, we'll have a preview and a poster for the stellar title!

Plus!

- THE SIMPSONS: HIT & RUN
- BOKTAI: THE SUN IS IN YOUR HAND [GBA]
- CIMA: THE ENEMY [GBA]
- DISNEY'S MAGICAL QUEST 2 STARRING MICKEY AND MINNIE [GBA]

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DONKEY KONG COUNTRY

The Super NES classic returns with new content exclusive to the Game Boy Advance! Get the most out of the adventure with the Official Donkey Kong Country Player's Guide from the pros at Nintendo Power.

- Expert boss tactics to help you defeat King K. Rool and his gang of notorious Kremling henchmen
- All 52 hidden camera locations so you can finish the game with a score of 101%
- Detailed, full-color maps that reveal every KONG letter, golden Animal Token, 1-Up Balloon and bonus area
- Comprehensive strategies for the all-new bonus games and time-based DK Attack mode

WARIO WORLD

Wario's first brouhaha on the Nintendo GameCube is his strangest adventure ever, and the Official Wario World Player's Guide will help you amass treasure beyond your wildest dreams.

- Amazing 3-D maps that follow every twist and turn of all eight areas
- Tips on how to topple every one of the game's extraordinary bosses
- Locations of each piece of treasure spread throughout the entire world

ADVANCE WARS 2: BLACK HOLE RISING

You can't win the war without a plan, and the Official Advance Wars 2: Black Hole Rising Player's Guide lays out a blueprint for every strategy-packed battle in the new war against Lord Sturm.

- Maps of standard and hard versions of all 34 Campaign missions and of every new Versus mission
- Winning tactics that will help you earn an S ranking every time
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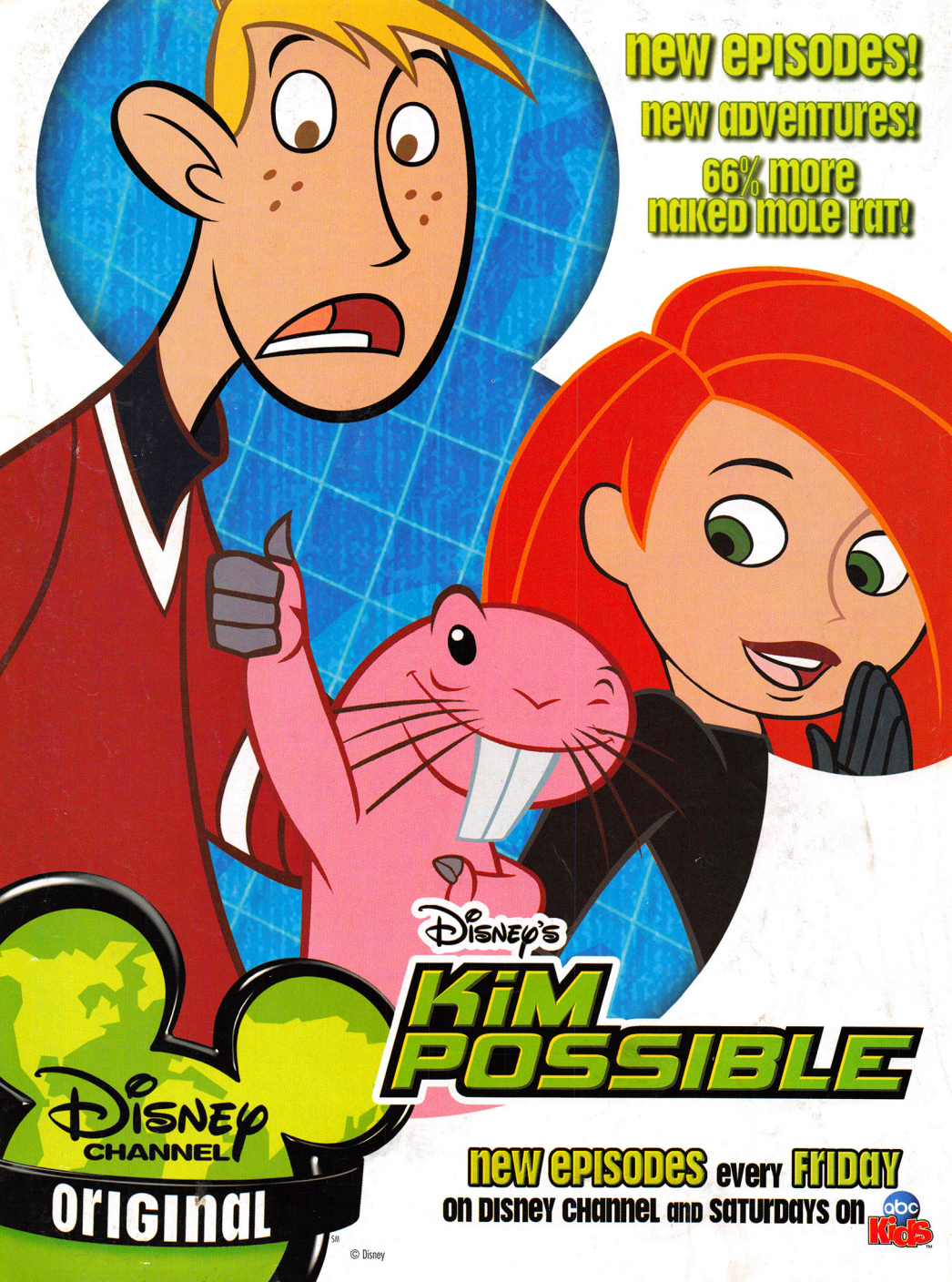
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